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TERMINATORS
RPG ALIENS, PREDATORS & MORE

INQUEST

GAMING MAGAZINE • 39

EXODUS

EXODUS PREVIEW
STAR WARS VS. STAR TREK
RPG MOVIE MONSTERS
TOP MAGIC COMBO CARDS
GAMES WE DON'T WANT TO SEE

INQUEST 39
JULY 1998

07
0 73361 87346 0
$3.99 USA JULY 1998 $5.49 CAN

INsideQUEST

FEATURES

38 **The Book of *Exodus*** By the *InQuest* staff.
Gerrard's journal offers a glimpse at *Magic's* latest set.

44 **Mirror, Mirror** By Michael Mikaelian and Jason Robinette.
InQuest shatters the barrier between the *Star Trek* and *Star Wars* CCGs with eight crossover cards.

50 **Terminators** By Kenneth Hite.
Five movie monsters to torment your PCs.

74 **Recipe for Destruction** By Jeremy Schichor.
InQuest dishes out the top *Magic* combo cards.

80 **Time After Time** By Dan Joyce.
How to send your RPG on a roadtrip through the centuries.

86 **Bad to the Bone** By Rick Swan and the *InQuest* staff. Artwork by Brian Douglas Ahern.
Games we don't want to see.





On the Cover

Gracing this month's cover is the artwork for the Pegasus Stampede card by Mark Zug from *Magic*'s upcoming *Exodus* set. For a sneak peek at a whole bunch of *Exodus* cards, turn to page 38.

COLUMNS & DEPARTMENTS

4 **Behind the Lines** Thoughts from the *InQuest* staff.
6 **InQuisition** Letters to the editors.
14 ***IQ* News**
28 **On Deck** Reviewing the *Star Wars: Jabba's Palace* CCG, *Shadowrun: Underground* CCG, *Mage: The Sorcerers Crusade* RPG and more...
58 **Killer Decks** *Magic* and *BattleTech* tournament decks.
64 **Stumpers**
66 **House Rules**
68 **Creative Campaigning** Tips for GMs.
70 **Basic Training** *Warhammer 40,000* miniatures.
92 **Treasure Chest** Cool game stuff.
142 **Shows, Cons & Tournaments**
144 **Swan Song**



PRICE & PLAYERS GUIDES

96 **Price Guide Intro**
97 **Magic Price Guide**
108 **Collectible Card Games Price Guide**
112 **Players Guide Intro**
114 **Magic: The Gathering Players Guide**

CONTESTS Enter & Win!

62 **Dead Man's Hand** *Complete the* Magic *puzzle and win a box of* Stronghold!
90 **Get Outta Rath!** *Find Gerrard, Karn, Sisay, Squee and Tahngarth in the magazine and win a complete set of the Rath Cycle (the* Weatherlight, Tempest, Stronghold *and* Exodus *sets). That's over 700 cards!*

BEHIND the LINES

Never a Dull Moment

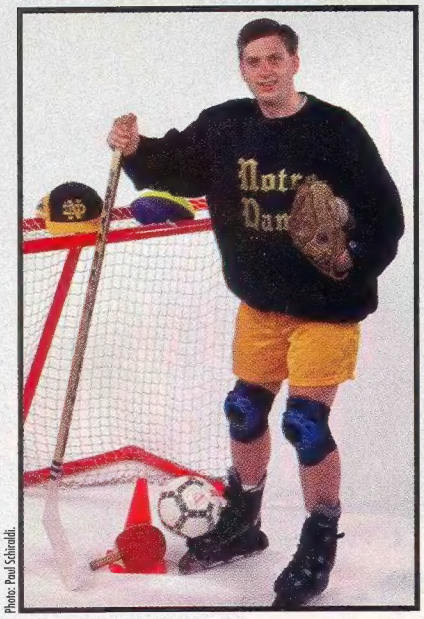


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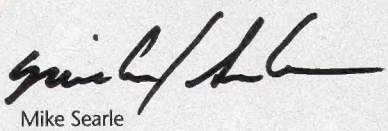
Give me a foosball and I'm happy. Around the office here, foosball—y'know, the tabletop game where little plastic guys spin to whack a plastic ball into the opposing soccer goal—is all the rage. We've got 16 teams in the Wizard Foosball League—Justice League and Injustice League divisions—and to get your name etched on a spiffy Stanley Cup-like trophy, you have to rough it out over a 12-week season, plus three rounds of grueling playoffs.

It was easier when I was a kid; I just kicked a real soccer ball around. And if I couldn't round up enough guys in the neighborhood to head up to the ball field to score some goals, I broke out the ol' rawhide mitt and chucked a baseball against the cement wall in front of my house. I even managed to zink it inside the chalk strike zone once in a while. For those rainy summer days when my friends and I were trapped inside, our family Atari served as the local arcade and we took turns launching *Pong*-like missiles at each other from our block-graphic *Combat* tanks. By the time I was allowed to ride my bike around town, I had scraped up enough change to visit our local drugstore and buy my first *Uncanny X-Men* comic book; I've been hooked on those four-color slugfests ever since.

My teenage years were devoted to *D&D*. After hearing of a fantasy game where you could play any hero you imagined, I rushed out and scored one of the early blue boxes, pre-dice, with a bunch of cardboard counter chits to represent numbers. As high school approached, I had discovered other roleplaying games—*Champions, Top Secret, Gamma World*. Girls weren't too bad either.

You might ask yourself where all this is leading. I ask myself that same question every time I sit down to write one of these things. My point is: variety. Variety has made my life interesting, exciting, fun. Everyday's a new joy. I mean, how much fun is it to experience the same things over and over and over again?

The same idea can be applied to gaming: Go out and try a different game whenever you get a chance. That's how we discovered the current *InQuest* favorites—the *Doomtown* CCG, the *Titan: The Arena* card game, the *Legend of the Five Rings* RPG—and I'm sure that over time our favorites will change. Whether you buy that cool new game on the shelf or play your friend's closet classic, a different game each week will keep things fresh and prevent boredom from killing your gaming group. I'm not saying you should abandon your favorites, but I'd rather play back-to-back games of *Imajica* and *Spellfire* than a 1,000 straight games of *Magic*.



Mike Searle
Editor

INSIDE MY HEAD
MIKE SEARLE

Position: Editor and staff surgeon.
Physical Stuff: 5'11". 170 lbs. Blue eyes. Blond hair. Optional beard.
Intellectual Stuff: IQ marginally greater than current *IQ* issue number.
Games I'm playing: *Magic, Doomtown, L5R, Ultima Online, Titan: The Arena, Tic Tac Toe.*
Sports I'm playing: Rollerblading, running, hiking, softball...and I wish I was in better shape.
Books I'm reading: Robert Jordan's "Wheel of Time" series, J.R.R. Tolkien's "Lord of the Rings," Philip K. Dick's *The Man in the High Castle* and anything Dr. Seuss.
Music I'm listening to: Sarah McLachlan, Love Spit Love's *Trysome Eatone*, Fury in the Slaugherhouse's *Mono*, Collective Soul and the soundtrack to "Metropolis."

MASTHEAD
the little elves who make *InQuest*

EDITORIAL
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Customer Service & Back Issues (914) 268-3594
E-mail InQuestMag@aol.com
America Online Keyword: InQuest
World Wide Web http://www.wizardpress.com

InQuest: The Gaming Magazine Volume 1, Issue #40 (ISSN: 1081-924x). • Please direct all inquiries concerning editorial information to *InQuest* Editorial Department, 151 Wells Avenue, Congers, NY 10920-2064, or fax (914) 268-0053. • Please send all change of address and subscription inquiries to Wizard Entertainment, P.O. Box 656, Yorktown Heights, NY 10598. One-year subscription rate is $29.95, Canada $48.00, all other foreign $70.00. All payment in U.S. funds only. • Any statements made, expressed or implied in *InQuest* are solely those of columnists or persons being interviewed and do not represent the editorial position of the publisher, who does not accept responsibility for such statements.

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InQuisition

DARK DAYS AT *INQUEST*

Man, this has been a rough month. First, we got a big stack of letters pointing out an error in issue #36's "Blast From the Past." (Gary Adams in Bloomington, MN: "There were four editions of Gamma World, *not three. Aren't you ashamed?"). Next, for some reason, we got umpteen missives in praise of* Spellfire (Spellfire?). *But worst of all, at the bottom of the mailbag, reeking of mouse waffles, was this note: "I AM LEVING YOU TO PLAY IN THE* SPELFIRE *INTERPLANATERY CHAMPINSHIP. GETT BENT. YOR FREN, COW NOSE."*

Sob ... !



PHOTO: PAUL SOURIADI

***Spellfire* gets a lot of play value here at the office.**

SMELLFIRE

I play many CCGs, including *Magic, Star Wars, Mythos, Legend of the Five Rings* and *Aliens/Predator*. But my favorite is *Spellfire*. I had to write this in response to the inaccurate, ignorant and ridiculous comments made about this great game. *Spellfire* is easy, inexpensive and fun. I have personally introduced *Spellfire* to approximately 20 people, who now play and purchase it on a regular basis. In fact, most often, the *Spellfire* tournaments at the local fantasy game store outdraw the *Magic* tournaments by a 2:1 ratio. And this is in a city with a large *Magic* following.

Michael Papineau-Couture
Alberta, Canada

Are you kidding? I play with my* Spellfire *cards all the time. Watch this. One ...

I've been playing *Spellfire* since the game first hit the market. I'm also an established trader on the net and have contacted several other *Spellfire*-ers in regard to our chosen hobby. You might be interested to know that there have been four editions and 11 expansions, and that cards from the first edition are rising in value simply because no one held on to them. All chase set cards (numbered 1-25 and 401-440) are considered the rarest of the rare and sell for about $5–$20 each. TSR also issued three promo cards which were available only at GenCon. These cards sell for about $10–$30 each.

Aaron Kelley
Bainbridge, GA

... two, three ...

Spellfire rules. *InQuest*, on the other hand—let me see, how should I put this—bites.

Lee Chappel
Mesa, AZ

... four ... oh damn! It fell over.

MEXICAN TO GO

My family was taking a trip to a resort in Mexico. My brother and I realized we could not go that long without *Magic* or, for that matter, *InQuest*. Therefore, we loaded up a backpack with *Magic* cards and your magazine. After the flight, we were driven by van to our destination. Upon our arrival, in my eagerness to check out what would be my home for the next week, I left the backpack in the van. My collection vanished.

Don't misunderstand me. I'm not bitter. I'm hoping that, at the very least, I helped to spread my two favorite things, *Magic* and *InQuest*, around the world.

Tyler Woftus
Greenfield, WI

You mean, at this very moment,* InQuest *might be serving as a coaster in some slimy Mexican tequila bar? Cool!

DREAM DATE

I'm responding to the guy a couple of issues back who was bitching about females not playing games. There are those of us out here who play RPGs, CCGs, wargames, computer games and regular old card games who think the rest of the general female population are a bunch of driveling brainless idiots. I would hypoth-

PEN PALS

Get in touch with your fellow game fans! Send your name, address, e-mail address (if you've got one), age, gender and three favorite games to *IQPenPals@aol.com* or mail it to us at: I.Q. Pen Pals, c/o *InQuest*, 151 Wells Ave., Congers, NY 10920. Make a friend!

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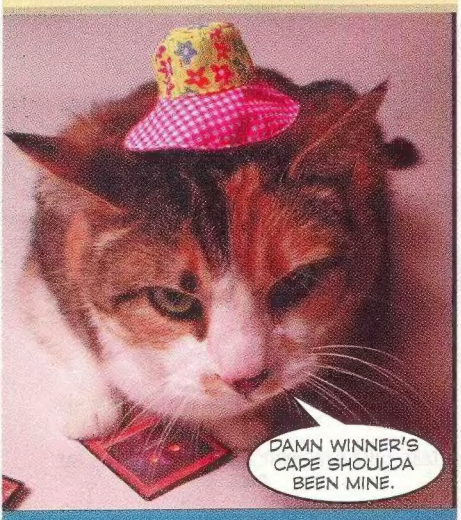
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KITTY LETTER

AWARDED EACH MONTH TO A LETTER THAT TICKLED OUR FANCY FOR NO APPARENT REASON



Every spring, a few of the girls and I take a poll of all the magazines we see the guys carrying at school. The magazine that looks the best to us becomes "Chosen Mag of the Year." Our plan is to buy every issue until we select another Chosen Mag for the next twelve month period.

This year's number three favorite was *Popular Science*. *InQuest* came in at number two. Number one was *Sports Illustrated*. However, after a few issues, we've finally decided that *Sports Illustrated* sucks. All you see in *Sports Illustrated* are guys with oversized muscles running around in spandex and girls who could be labeled as artificial life forms because of all the plastic surgery done to enhance their bodies. *InQuest*, therefore, is better, making it our Chosen Mag of the Year. So pat yourselves on the back for a job well done.

Oh yeah, one more thing: We love you, Cow Nose!

Jenny S. and the Cats of Paradox
Charlotte, NC

Does this mean we can't run a picture of Cow Nose in spandex?

esize that the general female population is like this because their parents, along with society, teach them from birth that it's okay to fit into the driveling brainless idiot mold.

Perhaps all of you complaining guys ought to go to a bunch of game shops in cities whenever they host tournaments. I'm sure you'd find some non-stereotypical females.

By the way, I've bought more edged weapons in the past four years than articles of clothing.

Kathryn Dotter
Norman, OK

You must be quite a challenging date.

WHO KILLED *MAGIC*?

I have determined there are two types of *Magic* people: the players and the collectors. Players try new cards in their decks just to see what they'll do. They build weird theme decks just for the fun of it. Collectors, on the other hand, buy as many expensive cards as they can. They would rather trade than play. They usually have only one, maybe two decks. Collectors also complain about Wizards of the Coast reprinting, restricting or banning their hard-to-get cards.

My friend says that players ruin the game. I say that, to collectors, *Magic* isn't a game at all but rather a variation on sports card collecting. Collectors are ruining *Magic* because if one of the big money cards they own is reprinted, they sell out and abandon the game. You will almost never see a player sell out because his card got reprinted. Players, not collectors, are what will keep this game alive.

Monte W. Lewis
Show Low, AZ

Actually, there's a third type: the subhuman anthropoids who scream and howl and beat their chests and ... wait a sec. Those are pro wrestlers.

STAR WORRIER

A while back, I read somewhere that Decipher will be publishing a set of cards based on the forthcoming "Star Wars" prequel. Then I read somewhere that this is only a rumor. Well, which the hell is it? Find out. Tell us. Now.

Jeff Musingo
Ocala, FL

Yes sir! Sez Matt Mariani, Decipher Marketing Director: "We definitely, absolutely have the prequel license, and we'll be publishing sometime in 1999. We have the option of creating a brand new game; we're playing around with that right now."

SPELL CHEKER

In your "Riddle Me This" feature (*InQuest* #36), I found that once decoded, the secret message under the subtitle "Ciphers" is this: "CTHULU IS IN BASEMENT." Please note that the name "Cthulhu" is misspelled. All I ask is that you follow your own advice next time and check the spelling before publishing.

Daniel Lindell
Des Moines, IA

Wrong! The secret message refers to the Wizard Entertainment plumber, Irving Cthulu.

WHINE AND ROSES

I'm tired of all these whiners complaining about "I can't afford any Moxes" or "I can't afford the Black Lotus." I have a solution for you. Go out and get *Duel of the Planeswalkers* from Microprose for the personal computer. You get all the Moxes and Black Lotuses you want, you get a ranking against other players and you get to play on-line. Everyone has access to the same cards and, what's more, you get to go up against a ton of different decks and opponents.

Fronobulak
Silicon Valley, CA

Let's see ... a couple of thousand for a computer, 50 bucks for the game, maybe 20 a month for an on-line service ... hey, what a great money-saving idea!

DORKISM

How come people into gaming say they're not dorks? I'm a dork, you're a dork, we're all dorks! And who gives a rat's ass what

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IN SEARCH OF...

...models



SPICE GIRLS PHOTO COURTESY OF THE EVERETT COLLECTION

RICK SWAN SEEKS REAL ANSWERS TO STUPID QUESTIONS

TO: Say You'll Be There,
Spice Girls fan club
London, England

Dear Folks:

I'm an artist for Wizards of the Coast. I'm interested in hiring one of the Spice Girls to pose for a picture on one of our playing cards, maybe Coffin Queen or Servant of Volrath. I'm not really after any particular girl, so whichever one you'd recommend I'm sure I could use, except maybe Scary Spice because she's too creepy.

Yours truly,
Rick Swan

Well, there is absolutely no way you can hire a Spice Girl. Just use photos of them. I think Posh Spice would make a good Coffin Queen and Baby Spice could be a Servant of Volrath.

Ian Mann
Say You'll Be There

we look like? Does this mean that buttweasel Joe Coleman ("NOT-A-DORK," "InQuisition," *InQuest* #35) who says he isn't a dork and claims he looks like Brad Pitt is any better than other gamers? No. He's the same. He plays a dork game. Therefore, he is a dork. All the ugly or fat people are obviously dorks, but so are the suave-type people. Don't you think?

A.J. Klausing
New York, NY

Interesting question. I was going to ask the suave-types on the* InQuest *staff, but they were busy force-feeding doughnuts to themselves, then attempting to autograph paychecks with the upchucked Boston cream. So I'll ask them later.

STORY TIME

I think *Magic* is the best CCG out there. When I first started playing with my friends, I thought it was a kid's game, but after awhile I started to get into it. Now, I see a little story in my head every time I play, like I picture a big huge wall blocking my ground creatures. What do you see in your heads when you play?

Mund Deyarmin
Altoona, PA

Well, I see myself doing a nude cha-cha in front of 100 jeering Serra Angles. But that's just me.

ICH BIN EIN SCHWEIN

Here, for your enjoyment, are a few of your favorite phrases translated into German.

ENGLISH	GERMAN
Cow Nose the Cat	Kuh Nase die Katze
buttweasel	ashwiesel
Rick Swine	Rick Schwein

Bob Stevens
New York, NY

Danke, Herr Ashwiesel.

BLANKENSTEIN

I just reread all of my back issues of *InQuest*. I like to remember what I was doing when I first heard Princess Di was dead or, more importantly, when *Ice Age* was banned from Type II. I'm going to start keeping a journal in all the blank spots in the mag, so when I look back, I can see what I was doing when different things were going on. You know, if you left a blank page or two in every issue, it'd be easier for readers to record the details of their lives in their favorite magazine.

Ben Feist
Neillsville, WI

Coming soon: the all-blank* InQuest*, featuring a pin-up of the Air Elemental, a behind-the-scenes peek at the Invisible Stalker and, of course, the top 10* Spellfire *cards.

KISS ME, MARILYN

I am a longtime dice-chucker and card-flipper, and what people say about *Magic* being the work of the devil is just preposterous. The people who made *Magic* a success should be given a nice pat on the back and a handshake. At my school, you can't take roleplaying sheets, *Magic* cards or dice to school. If you do, you get detention or sent to the office. Most of my teachers don't even approve of reading *InQuest*, probably because of Rick Swine ... uh, Swan. Also, people think Marilyn Manson plays *Magic* because it's satanic.



MANSON PHOTO COURTESY OF SUSIE SAMS/OUTLINE

Wayne Giles
Independence, MO

Boy, are they stupid. Everybody knows Marilyn Manson plays* Magic *because of the naked pictures.

SWIPING SWAN

My sister adores Rick Swan's "Swan Song" section. The bad thing is, she keeps taking my magazine. Could you move it from the back of the mag to the front or the middle or even one page over? Then she couldn't find it.

Frank Olmstead
Indianapolis, IN

We'll do better than that. On your copy of the next issue, we'll print the entire thing—get this—upside down.

CARD CREATIONS

It's always darkest just before the dawn... or just before you fall through a superdense hole in space. Although we personally would've pictured Maximillian from the 1970s Disney movie "The Black Hole," James Kight of Winston-Salem will score a couple of the *Stronghold* preconstructed decks for his own particular vision.

GRAND PRIZE WINNER

BLACK HOLE

James Kight
Winston-Salem, NC



CONTEST WINNERS



• **"Oh baby Oh baby Oh baby..." At least, those are the sweet nothings that we around the bullpen think Jabba was speaking softly in Leia's ear (nibble, nibble) for the "What's Jabba Whispering?" contest. Jay Earle of Decatur, Ga. saw things differently. He walks—or in Jabba's case, slithers—away with a complete set of the new *Jabba's Palace* expansion for the *Star Wars CCG*. Additionally, 15 other Jedi-wannabes scored a Bantha-load of boosters.**

• **Man! That's a crapload of *AD&D* stuff! Everything related to dragons, dungeons or both that comes out from TSR in 1998 will go to Matt Kennington of Talking Rock, Ga. He proved himself to be a walking arsenal in our "Arm Yourself" contest and walks away with the grand prize. Seven other potential bad-asses wound up with a bunch of Jakandor swag and *AD&D* CD-ROMs.**

BALANCING ACT

I used to be one of those diehard *Magic* fans who thought it was the best thing since sliced bread. Then, right after *Homelands* came out, I was exposed to *Middle-earth: The Wizards*. And you know what? *Middle-earth* is a much better game. Why? Because it's balanced. In *Magic*, there are cards so powerful, they wreck the game. Sure, there are powerful cards in *Middle-earth*, but every card has a counter card. The One Ring can win you the game, but there are a ton of commons that can stop it. The Will of Sauron may seem too powerful, but again, a simple common card can get rid of it, providing a much better playing experience.

Eli Margolese-Malin
Chapel Hill, NC

Middle-earth *is pretty good, but I don't know if I'd call it balanced. For instance, I once tried to perch the Will of Sauron on Cow Nose's snout, but the damn thing kept falling off.*

NOW YOU SEE IT

I was thumbing through issue #36 and happened to notice a mention of Meta-Deck Protectors on page 102. There were some nice cards lined along the bottom in Deck Protector sleeves. Let's see, we have Chaos Orb, City of Brass, Demonic Tutor, Savannah and... what's this? Sauron?!? One of your "Legends of Lore" characters from issue #29! Nice try, you Meta-Weenies.

Rob Rouland
Vienna, Austria

Okay, you caught us. But did you happen to notice the Invisible Stalker just to the right of the Chaos Orb?

SOUP'S ON

I love Rick Swan. One day a year, I eat a swan in his honor.

Tiago Ferreira
Faro, Portugal

Good thing my name isn't "Rick Rottingsowguts."

CUTIE PIE

How come Mike Searle is the only cute guy at *InQuest*?

Kate Griffin
Carlsbad, CA

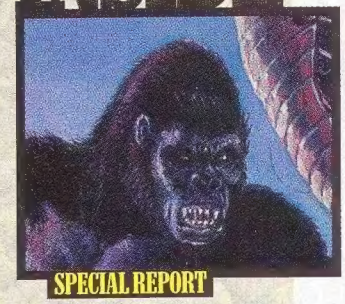
Okay, maybe Mike's the cutest. But when it came to Miss Congeniality, I kicked his ass.

Well, well, what's this? Cow Nose has dragged her mangy butt back home! Guess there isn't such as thing as a "Spelfire Interplanatery Champinship." And it looks like I'm going to have to spend the weekend teaching that dumb cat to spel. See ya next time!

SEND YER LETTERS TO:
InQuestMag@aol.com or
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Congers, NY 10920
Include your full name, mailing address and phone number in all letters. Some letters may be edited for space and clarity.

IQ news

INSIDE



SPECIAL REPORT
Pro Tour: New York.
Page 16.



Roleplaying Bible.
Page 18.



New Edition Fever.
Page 24.

PLUS:
- **Nebula Award Winners. Page 18.**
- **RPG Meets Wall Street. Page 22.**

Building a Better *BattleTech*

The *BattleTech* Trading Card Game (TCG) is getting a spiffy new paint job. This July Wizards of the Coast will release the *Commander's Edition*, a version of the basic set with completely redesigned cards.

"This is the game we ideally would have put out the first time around," said Assistant Brand Manager Michael Brooks. The *Commander's Edition* is the third release of the basic game, following the limited and unlimited versions. However, it's much more than a reprint set. While it includes cards from the original sets, there are also cards from the first four expansions. Cards that were broken or less useful were rotated out to make room for the new cards.



Redesigned *BattleTech* cards reflect the high-tech future the game takes place in.

To better capture the feel of FASA's *BattleTech* universe, the new cards have more dynamic layouts and color has been added to liven up the backgrounds and to make it easier to distinguish cards by type. But the new set—which will premiere at the Origins Game Fair in July—has much more than just cosmetic changes.

WotC has also adopted more user-friendly packaging. Cards are available in either semi-preconstructed starter decks or randomized booster packs. There are eight starter decks—four Clan (Ghost Bear, Jade Falcons, Smoke Jaguar and Wolf) and four Inner Sphere (ComStar, Davion, Korita and Steiner). Each starter deck contains a faction-specific card; these "high command" cards are only available in starters. With each starter deck you also receive a six-sided die, metal counters and a full-size rulebook. The new rulebooks include original fiction that gives insight into the factions and their part in the *BattleTech* universe. The 60-card starters will retail for $8.99 and 15-card booster packs for $2.99.

Another new addition to the game are homeworlds. The back of each starter box now represents that faction's homeworld. As in the games *Doomtown* and *Legend of the Five Rings*, you begin the game with your starter box in play and it grants your faction a strategic advantage.

Also, in an effort to bring players more into the established *BattleTech* universe, the setting of the card game is now tied directly into what FASA is doing with their *BattleTech* games. The card mix and flavor text in the *Commander's Edition* update the game to the year 3058 and future expansions will correspond with FASA's latest plot lines.

Wizards of the Coast is committed to giving the *BattleTech TCG* full support. Over the next few months there will be numerous sanctioned tournaments, including a series of national and international, culminating in the 1998 World Championships, which will be held this August at GenCon. *Crusade*, the first expansion to follow the redesign, is due out in November.

So how does all this affect players who own the old cards? Not much. The card backs are the same, making the sets fully interchangeable. More importantly, the pre-constructed starter decks should help bring more players into the game. "This is the point for new players to pick their faction and get in on the action," said Brooks. ■ **Jeff Hannes**

BattleTech ™ & © Wizards of the Coast. Dragon ™ & © Primo Press. *Shadowrun* ™ & © FASA.

Finkel... Finally

While preparing for Pro Tour New York at a local game shop one of the younger players asked me: "Who's the best player in the world?" I responded with: "It's tough to say whether there is any one player who is better than the rest, but I'd say Jon Finkel is the most consistent." He wasn't satisfied with my answer, commenting, "But he hasn't even won a Pro Tour."

As the saying goes: That was then, this is now. Jon Finkel finally scored a Pro Tour win at Pro Tour New York held the weekend of 17-19 April, 1998.

Six times previously Finkel, 19, from Fanwood, New Jersey, had made the top 32 of a Pro Tour event, reaching as high as the semifinals of Pro Tour Chicago. But it took until the third Pro Tour held in the Big Apple for him to win the big one. "I can't believe I finally did it. I was feeling a lot of pressure," he said after winning.

Held at The Armory in Manhattan, *Magic* Pro Tour New York featured a booster draft format using two packs of *Tempest* and one pack of *Stronghold* for each draft round. Over three days, the top eight finishers had to draft five times.

Through the 14 rounds of Swiss-style play, Finkel went 12-1-1 and became the first player ever to win a Pro Tour when seeded first going into the top eight. He drafted blue and black at the end and made good use of the power cards Grave Pact and Tradewind Rider. "I was pretty lucky that I opened two really powerful rares in the colors I like," Finkel said about the final draft.

JON FINKEL'S TOP EIGHT DRAFT DECK

BLACK
Clot Sliver
Coercion
Dauthi Horror
Diabolic Edict
Evincar's Justice
Foul Imp
Grave Pact
Gravedigger (x2)
Kezzerdrix
Spinal Graft
Torment
Swamp (x9)

BLUE
Mana Leak (x2)
Mnemonic Sliver
Power Sink
Sift
Thalakos Deceiver
Time Ebb
Tradewind Rider
Whispers of the Muse
Wind Drake
Island (x7)

GOLD
Hibernation Sliver

ARTIFACT
Scroll Rack



Finkel, now sporting orange hair, faced Dominick Crapuchettes in the final match.

His finals game against Dominick Crapuchettes was not close. The most important match of the tournament turned out to be a semi-final match against his long-time hometown rival David Bachmann, who was making his second semi-final appearance in a row. Bachmann had managed an extremely powerful draft deck including cards like Rolling Thunder, Lightning Blast and Fanning the Flames. Finkel won a very close game five when he drew a Rats of Rath, whose ability to destroy its owner's artifacts, creatures or land combos very well with Grave Pact, which forces your opponent to destroy a creature every time you lose one. In the end Finkel was able to bury two of his creatures, forcing Bachmann to do the same, removing Bachmann's blockers in the process. Slamming the rats on the table with a wide grin, Finkel removed a pacified creature from play, and then smiled as his Kezzerdrix stormed through for the final four points of damage, and the match.

Notable in this Pro Tour were the strong showings of many established players. The top eight included Dominick Crapuchettes, Casey McCarrel, semifinalists John Chinnock and David Bachmann (both of whom have previously finished in the top eight), and quarterfinalists Nate Clarke, Truc Bui and Mark Justice (all of whom have seen top eight action before).



A dark spot on this tour was that one of the world's highest profile players was accused of stacking his deck while preparing for an important match. The players who say they saw it happen did not immediately report their observations to the judge. It is not known if the cheating actually took place, and probably never will be. The player in question has denied all accusations and was not penalized. ■ **Gary Wise**

Photo by Chris Cocksun. Courtesy of Wizards of the Coast.

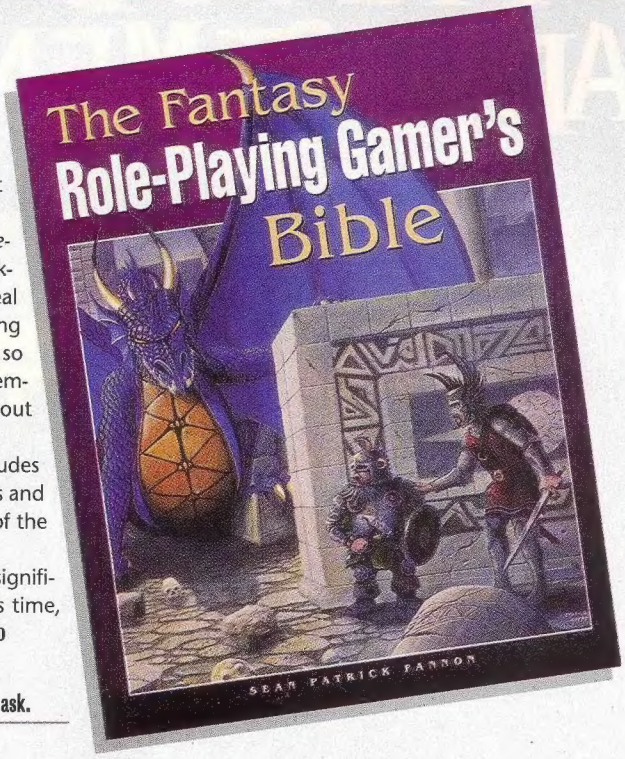
Roleplayer's Bible to Return

Palladium Books, publishers of RPGs like *Rifts*, will release the second edition of *The Fantasy Role-Playing Gamer's Bible* early next year. "Bible" author and gaming insider Sean Patrick Fannon jokingly describes his book as "Everything you ever wanted to know about gaming, but thought you'd sound like a geek if you asked," and he's thrilled that it's finally returning to print.

Originally published by Prima in 1996, *The Fantasy Role-Playing Gamer's Bible* was only distributed to major retail bookstores, rather than game stores, so it never reached its real audience. "Once I got the rights back, I was actually thinking of putting the whole manuscript on-line someplace, just so people could finally see it," Fannon said. "Then Kevin Siembieda (president of Palladium Books) approached me about updating it and publishing a second edition."

In addition to covering roleplaying basics, the book includes a history of the RPG business and a "game-opedia" of RPGs and gamer slang. Fannon said, "I wanted it to be fun instead of the usual dry list."

The new edition will include an updated history, with significant reorganization and revision of other sections. At this time, format and price haven't been determined. ■ **Charlene Brusso**



Everything you ever wanted to know about roleplaying but felt too geeky to ask.

Best of Science Fiction

The Nebula Awards for the best science fiction writing of 1997 were presented the evening of May 2 in Santa Fe, New Mexico. Unlike the Hugo Awards, which are voted on by fans, the Nebulas are voted on by the members of the Science Fiction and Fantasy Writers of America (SFWA).

More than 200 SF writers, editors and publishers packed the banquet room of the Hotel Santa Fe for this year's bash. Spirits were high—in spite of a failure in the hotel's air conditioning system. Attendees dined on buffalo steak and other Native American dishes, then sat back nervously for the awards. Allen Steele, whose novella "...Where Angels Fear To Tread" was on the ballot for Best Novella, echoed the sentiments of several other nominees when he said, "If I win, I plan to get royally drunk. Even more so if I lose."

Craig Engler of *SF Weekly* noted that all the nominees were especially strong this year. No one was willing to go out on a limb and predict who would win. The only "sure" thing was that venerable best-selling author Poul Anderson would be named as Grand Master: a title granted by SFWA to the most successful writers in the field.

When it was over, Vonda McIntyre had captured the Best Novel Nebula for *The Moon and The Sun*, an alternate history set in the court of King Louis XIV. Jerry Oltion's "Abandon In Place," a story about a ghost-rocket that revitalizes the U.S. Space Program, won for Best Novella. ■ **Charlene Brusso**

NEBULA WINNERS

BEST NOVEL
The Moon and The Sun by Vonda N. McIntyre

BEST NOVELLA
"Abandon in Place" by Jerry Oltion

BEST NOVELETTE
"The Flowers of Aulit Prison" by Nancy Kress

BEST SHORT STORY
"Sister Emily's Lightship" by Jane Yolen

SFWA GRAND MASTER
Poul Anderson

WE LOOKED IT UP



PESTILENCE (*Pes•ta•lentz*)
1. Any widespread, often fatal, infectious or contagious disease, such as cholera or the bubonic plague. 2. One of the four horsemen of the apocalypse, along with War, Famine and Death. 3. Black *Magic* enchantment that does one point of damage to all creatures and players for each pumped into it. 4. The eerie quiet after the exterminator has visited your house.

MAGIC DISSECTED

Cantrippin'

Cantrips are cards which—while not a primary function—allow players of the card to draw a card. Spells like Ancestral Recall or Braingeyser are not cantrips because these have drawing as their primary function. They do include cards like Touch of Vitae and Abeyance, both of which do something besides allowing you to draw a card.

Color	Average IQ Power Rating	Number
BLUE	2.0	21
WHITE	2.3	12
BLACK	2.3	11
GREEN	1.8	10
RED	2.1	10
ARTIFACTS	2.4	8
TOTAL		72

■ Tom Huskey

MAGIC PLAYER OF THE MONTH

JON FINKEL, 19, from Fanwood, New Jersey
DCI STANDARD RATING: 2021 (6th in world)

SECRET OF MY SUCCESS? I just like playing *Magic* a little too much for my own good. I also have an analytical mind, which is good for *Magic*.

FAVORITE COMBO IN BOOSTER DRAFT? I don't usually like combos in booster draft, so I'd have to say my favorite combo is Spinal Graft(s) with multiple targeting permanents. It makes Spinal Graft into a very versatile card.

MOST POWERFUL CARD IN STANDARD? Cursed Scroll

FAVORITE TV SHOW? Seinfeld

KINDA CAR I DRIVE: 92 Mitsubishi Mirage

IF I WERE AN ANIMAL I'D BE AN: Eagle. Being able to fly would be amazing.

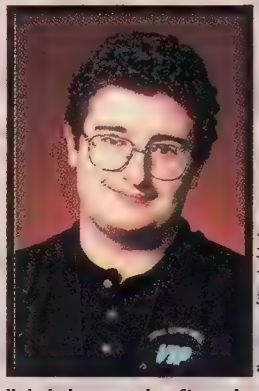


Photo courtesy of Wizard of the Coast

BIO IN BRIEF: Don't panic! Yes, Jon Finkel's smiling face stared out at you from this space a mere two months ago. But *InQuest* isn't doing reruns. It's just that Jon is the first player to twice rank as *InQuest*'s *Magic* Player of the Month. You last saw him here in issue #37 after he'd won the Rio De Janeiro (Brazil) Grand Prix. Well, he's here again after winning Pro Tour New York this past April (see this issue's Special Report on page 16). Finkel now has 12 Pro Tours (three as a junior) to his credit and has accumulated enough Pro Tour points to assure him a spot at this August's world championships.

Game Companies Going Exclusive

Getting your hands on the latest *Xena* RPG module, *Middle-earth* CCG expansion or *Dark Conspiracy* sourcebook may have just gotten tougher. The companies that make these products have all announced exclusive distribution deals.

Ken Whitman, president of Archangel Entertainment, publishers of the *Groo* card game and *Zero* and *Dark Conspiracy* RPGs, said at the Game Manufacturers Association (GAMA) trade show that Archangel plans to distribute exclusively through Chessex in the United States.

Iron Crown Enterprises (ICE), publishers of the *Middle-earth* and *Warlords* CCGs, also announced a distribution deal with Chessex but it's " a hybrid posture," according to ICE president Peter Fenlon. "We're not going exclusive, we're more or less going direct using Berkeley and Chessex as fulfillment partners," he said.

And West End Games is also making a move. "We have signed an exclusive deal with Chessex," West End Games President Scott Palter said, "but it is for Hercules and Xena [RPGs] only."

Why are game companies making these moves? According to Palter, "We've changed our method of selling from passive to active. I believe this will give us better sales, especially of backlist, and also will give us better in-store support." Fenlon agreed, saying: "The gamer is going to see more demos and more product."



To get ICE products like the *Middle-earth* CCG retailers will have to go through Chessex, Berkeley or deal directly with ICE.

Steve Jackson of Steve Jackson Games disagrees. "It's hard for me to believe that they could be getting better sales or service by refusing to sell to other distributors," he said. "But I don't know the terms of the deals."

Palter admits that the deal may have some pitfalls, such as the loss of business from other distributors, but is confident that it will ultimately result in "better distribution, with more intelligent marketing partnerships of manufacturers, distributors and retailers."

Bottom line—what does this mean for gaming fans? "There may be fewer stores with our products," Palter admits. "But the stores that do carry our line will offer much better product selection, in-store support and events," he said.

"It will probably make some of their games harder to find," counters Jackson. "Retailers who don't find the right distributor just won't have the line." ■ Chuck Bednar & Tom Slizewski

Art ™ & © Iron Crown Enterprises.

BEST SELLERS

TOP 10 CCGS

1. *Magic: The Gathering*
2. *Babylon 5*
3. *Star Wars*
4. *Legend of the Five Rings*
5. *Aliens/Predator*
6. *BattleTech*
7. *Star Trek: TNG*
8. *Shadowrun*
9. *Middle-earth*
10. *Highlander*

TOP 10 RPGS

1. *Advanced Dungeons & Dragons*
2. *Vampire*
3. *Rifts*
4. *Star Wars: The RPG*
5. *Shadowrun*
6. *Deadlands*
7. *GURPS*
8. *Werewolf*
9. *Mage*
10. *Trinity*

Star Wars

OK, so it really only moved down one slot. But it's a big deal since this is the first time in as long as we can remember that *Star Wars* was not the number two CCG.

BIGGEST MOVER

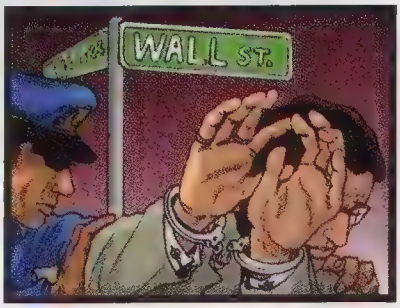


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RPG Meets Wall Street

Speculative fiction is taking on a whole new meaning at Issaries Corporation, which is selling "stock" in its new *Glorantha* roleplaying game.

Founded this past February by Chaosium president Greg Stafford, Issaries Corp. was set up to bring back one of roleplaying's first worlds: Glorantha, setting of the original *RuneQuest* RPG released in 1977.



™ & © Steve Jackson Games

"But officer, swapping *Glorantha* supplements isn't insider trading."

"Glorantha is a unique fantasy world whose deep mythological basis— accumulated for over 22 years of writing—offers depths unparalleled in fantasy literature," says Stafford. His plan calls for Issaries to debut the newcomer-friendly *Glorantha: An Introduction*, by Stafford and Rob Heinsoo in January 1999. Spring 1999 should see *The Hero Wars*, a Glorantha-based RPG by Robin Laws (*Shadowfist, Feng Shui*). "This is the game we used to call *HeroQuest*," says Stafford, referring to the nigh-legendary game originally announced in 1978. Regular bimonthly supplements and a licensed computer game arrive later in 1999.

Issaries, named for the Gloranthan god of trade and communication, hopes to raise the money it needs by selling $100 shares of stock to Glorantha's loyal "tribe" of fans. Interested? Act fast: A thousand shares will be sold, and Stafford says he has already received more than 500 inquiries. Check out Issaries' website at http://www.glorantha.com/issaries.html or contact Stafford at (510) 595-2440 (serious inquiries only). ■ **Beth Fischi**

BLAST FROM THE PAST

A LOOK AT *INQUEST*'S FAVORITE CLASSIC GAMES

NAME: ***TUNNELS & TROLLS***
ORIGIN: Flying Buffalo, 1975
TYPE: Fantasy roleplaying game
CONCEPT: Roleplaying is fun, number-crunching isn't. *T&T* was targeted at people who liked the idea of roleplaying but hated the math. Most monsters have only one number, you use only six-sided dice and cumbersome mechanics like weapon speed modifiers and alignment don't exist.
LEGACY: Simplicity and creativity. *T&T* was the first non-TSR roleplaying game and didn't get much support. To make a *T&T* campaign sing the GM had to be creative by making up his own adventures, monsters, magic items or liberally borrowing and adapting them from better supported systems. But since the game's mechanics are so simple this wasn't difficult. *T&T* was also the first RPG to have solitaire (and often whimsical) adventures released for it. To date more than 30 such adventures have been published.
AVAILABILITY: The 5th edition, published in 1979, is widely available and can still be ordered directly from the publisher at (602) 945-6917 or www.flyingbuffalo.com ■ **Tom Slizewski**

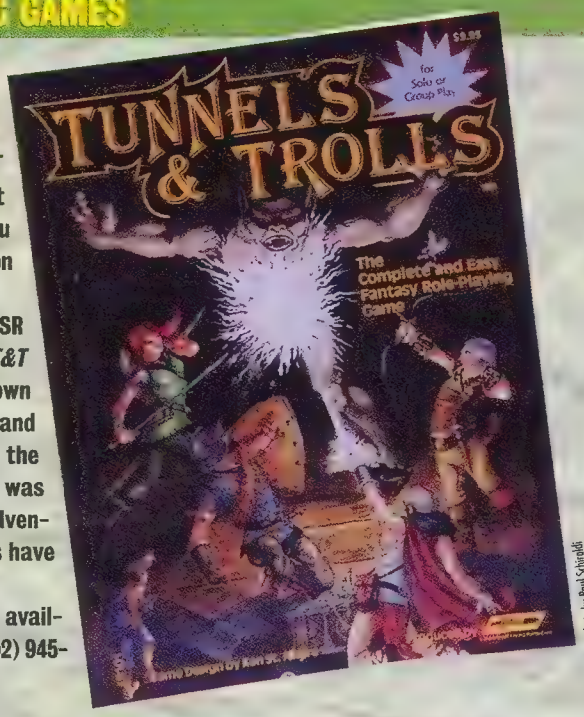


Photo by Paul Schiraldi

NEWS BITES

"Once I sneezed and my head blew clean off."

• Decipher's ***Star Wars CCG* Special Edition expansion**, due out in November, will have fixed starter decks and be playable out of the box. It will also include the long-awaited second edition rules.

• Decipher is sponsoring **beginner tournaments for** the ***Star Wars*** CCG. New players only will have access to the tournaments. But Decipher is inviting established players to take part in the event as "mentors" for new players. The winning player and "mentor" from each tournament will win exclusive prizes and be entered in a drawing for an all-expense paid trip to Decipher HQ.

• Cactus Game Design is planning to **rework** the starter decks of its biblical CCG ***Redemption*** with new and improved cards, prior to the release of their next expansion, *Warriors*.

• Steve Jackson Games (SJG) announced it is developing a ***Gurps* CD-ROM.**

• The next expansion to SJG's ***Illuminati CCG*** will be titled *Bavarian Fire Drill* and is due out this November.

• This winter, Activision is planning to release an **action/RPG CD-ROM game** based on Five Rings Publishing's popular card and roleplaying game *L5R*. Titled ***Legend of the Five Rings: Ronin,*** players take the role of a young samurai who must travel to seven cities, training in magic and the fighting art of Kenjutsu, to rebuild an artifact that will help defeat an evil creature.

Red Orb Entertainment is developing a **3D sequel to *Prince of Persia,*** for release early next year.

• Psygnosis will release a **sequel to** the classic strategy game ***Sentinel*** this August, for the Sony PlayStation and PC, which filmmaker John Carpenter ("Halloween," "Escape from New York") will score.

• Virgin Interactive's upcoming **action-shooter *Recoil*** puts you in control of a futuristic vehicle that can morph between a rapid-motion tank, hovercraft, amphibious war machine and submersible.

• The creators of *X-COM* are working on Virgin Interactive's ***Duel: The Mage Wars,*** a PC game where players must learn to summon creatures to survive an alternate reality. 36 players will be able to compete against one another in *Duel*.

• Interplay will release *Star Trek: Starfleet Command*, the **first-ever Star Trek strategy game for the PC.** The real-time game uses footage from the classic "Star Trek" TV series and films, and allows gamers to compete as Federation, Klingon, Romulan, or other unrevealed races, in single or multi-player games. Interplay will also release the Klingon version of its Starfleet Academy series, *Klingon Academy*, this October.

DragonLance creators **Margaret Weis and Tracy Hickman** recently turned in the first manuscript for their new epic fantasy trilogy to Del Rey, and have begun writing the third novel in the *Starshield* series.

Game company **Interplay has a new film division** working on bringing its popular video games to the screen. Games that stand a chance at being turned into TV or film projects include *Descent, Stonekeep, Carmageddon, Redneck Rampage,* and *Fallout*.

• TNT has picked up the Oliver Stone-executive produced ***Witchblade* series,** based on Top Cow's comic series of the same name. Look for it to debut in the '98-99 season, with a two-hour episode.

NBC was unable to find a leading lady for its ***Wonder Woman*** series, and has pushed its launch back to midseason '99.

• Sam Hamm, writer of the first Batman film, has been brought in to **re-write the *Fantastic Four* feature film** that Chris ("Home Alone," "Mrs. Doubtfire") Columbus is set to direct for Fox.

Warner Bros. is rumored to be considering casting **Kurt Russell** in its **next *Batman*** film.

Warner Bros. has shelved its **live-action *Superman*** film, blaming its $125+ million budget, and script problems.

Joss Whedon is developing a **spin-off** series to **"Buffy the Vampire Slayer"** for the WB Network.

Universal is developing a feature film based on Ray Bradbury's sci-fi novel **"The Martian Chronicles,"** for release in 1999. Republic Pictures has launched a website for its video release of the Fox vampire series **"Kindred: The Embraced,"** based on the White Wolf's Vampire mythos. Fans can get info on the characters, clans, storylines, and info on the unaired episode. www.kindredemb.com

• Fox has ordered 13 episodes of a new animated series from **"Simpsons" creator Matt Groening** titled "Futurama." Expected to premiere after next year's Super Bowl, it's a sci-fi comedy about an Earth man frozen in time, who wakes up hundreds of years in the future and teams up with a group of aliens.

"South Park" creators Trey Parker and Matt Stone have renegotiated their contract with Comedy Central, guaranteeing their involvement with the show for at least **another 50 episodes,** well through the year 2000.

• Parker and Stone are also currently working on a **"South Park" feature film,** which they guarantee will carry an R rating.

■ **By Sean (SeanJordan@aol.com) Jordan & the *InQuest* staff**

New Edition Fever Strikes

This year, everything old is new again. As the millenium draws to a close, game companies are polishing up their lines and releasing new editions of classic games. *Shadowrun, RuneQuest, Vampire* and even mainstays like *Call of Cthulhu* and *BattleTech* are being reworked. But why the sudden rush to rewrite?

One thing it has little to do with is the rules. Although specific systems might be changed, like the magic rules for both *Call of Cthulhu* and *Shadowrun,* or the virtues in *Vampire,* the owning companies were all quick to insist that the new versions would be completely compatible with earlier ones. Most wish to avoid the words "new edition," fearing it suggests flaws in the prior version; the polite term is "revised and updated."

So why "revise and update?" The big reason is the march of time—both fictional and real. Games like *Vampire* and *Shadowrun* have constructed elaborate settings over the past decade and the redesign is a chance to take the changes that have occured into account. The inception date for the new *Shadowrun* is several years after the previous edition's, allowing new characters to look back on previous books as history. New alien races in *Call of Cthulhu* will allow for more modern play.

Meanwhile, in the real world, games fall prey to "knowledge creep." As time goes on, more information becomes available about a game in various supplements, requiring new players to buy dozens of books. A new edition puts all those important rules in one place. According to Rett Kipp of FASA, a new edition also serves as an entry point for new players.



Shadowrun 3rd features new cover art. The first new cover since 1989.

The other reason for new editions is artistic overhaul. Everyone wants the chance to redo old art and tired writing. Eric Rowe of Chaosium said that the not-quite-Sixth Edition of *Call of Cthulhu* will be reorganized and also contain a copy of the short story by H.P. Lovecraft that gave the game its name.

But why are all of these companies releasing their revised editions now? Every company denied any particular connection other than coincidence. "It just seemed like the right time," said White Wolf's Greg Fountain. Rowe offered a more practical reason: "We used up the last of our print run." Kipp confided, "Frankly, we had to."

■ **Jason Schneiderman**

Neutral Ground Expands

If Wizards of the Coast's dream to make gaming as big as the movies is going to come true, there will have to be movie theater-like franchises. Neutral Ground hopes to be the first of these.

The well-known East Coast tournament and game center has announced it is merging with two other leading tournament centers located in Georgia and California. No More Kings, Inc., the operator of Neutral Ground in New York, has united with "Match Play" of San Francisco and "The Warzone" of Atlanta under the Neutral Ground label.

"I feel that Neutral Ground is probably the most valuable intellectual property in gaming next to *Magic: The Gathering*," said David Doust of the new Neutral Ground: Atlanta. "This will enable us to combine three of the most well-known entities in the site-based entertainment business to create the first ever national tournament center chain."

The new-found franchise is already looking to expand. Neutral Ground has announced it is looking for more qualified sites to join under its banner. Affiliates will enjoy discounts on gaming merchandise and share in other benefits of allying oneself with a "name" business.

Will the future see a Neutral Ground franchise in every neighborhood? If WotC realizes its dream, they'll be there right next to the multiplex. ■ **Alex Shvartsman**

MAGIC UPDATES



REVERSALS

• Previously, moving an enchantment from one permanent to another with Crown of the Ages or Enchantment Alteration would cause it to be treated as though it was just cast. This rule has been repealed. You no longer get to play Frog Tongue's coming-into-play ability or choose a new color for Ward of Lights when these enchantments are moved.

• Phase abilities are played by the active player but controlled by their source's controller. For example, if your opponent has a Bottomless Pit in play and it's your upkeep, you choose when to play the discard ability. However, if the Pit causes you to discard a Guerrilla Tactics, the second ability of the Tactics will trigger. This ruling also causes Verdant Force to work correctly without the need for errata; the controller of the Force gets the Saproling tokens.

• Snow-covered status is no longer considered to be part of a land's type; it's a completely separate attribute. For example, you can't name "snow-covered mountains" when you play Shimmer, and if you name "mountains," both snow-covered and non-snow-covered mountains will gain phasing.

ERRATA

• When a Licid's ability resolves, it loses all abilities, not just the Licid ability. While this change has little affect on the Licids themselves, it eliminates some very unusual situations that occurred when a Shapeshifter changed forms while in a Licid enchantment state.

SPECIFIC CARD RULINGS

• Although Dream Halls has odd wording, it's really just a simple continuous ability. If you use your opponent's Dream Halls to pay the cost of your spell by discarding a Mangara's Blessing, the Blessing's second ability won't trigger.



Why is it that the #2 pencil is the most popular and yet it's still the #2 pencil? If you try to fail and succeed, which have you done? Weighty questions like these are what we spend our time thinking about here at *IQ Confidential.* Except of course when we hear about groovy goings-on in the game biz, then we stop pondering and start writing:

• Iron Crown Enterprises (ICE) has begun development on the ***Middle-earth Battle System***, a miniatures game set in J.R.R. Tolkien's fantasy world. The game will be fast-playing and utilize the one-roll resolution dice system from ICE's popular *Silent Death* sci-fi miniatures game. The basic set is scheduled to have a large selection of forces to choose from, including men, orc tribes, dwarves, elves and the armies of Gondor. The project is being headed by Tim Goodlett, designer of *Explosive Decompression* (a sci-fi miniatures game due out this summer). ICE is hoping the Middle-earth game will be on the shelves in the first quarter of '99.

• Eden Studios has sent out playtest versions of a **non-collectible card game based on** its ***Conspiracy X*** RPG. Titled *Abduction,* the game has simple mechanics along the lines of Archangel's *Groo* and Atlas Games' *Lunch Money* card games. Plans call for the 72-card decks to debut at this year's GenCon.

• Talk on the Five Rings Publishing mailing list hinted that its planned **"Rolling Thunder"** release schedule will be modified. One proposal had the planned nine *Hidden Emperor* releases (50 cards each month for nine months) "collapsing" into three releases spread three months apart (each of these bigger releases would have 150 cards). Another proposal had the planned 15-card boosters for $2.99 go to eight card boosters for $1.99.

• **Dream Pod 9 is shrinking.** Well, the scale of their miniatures, anyway. Starting this summer, DP9's line of *Heavy Gear* mecha will be released in 144th scale as opposed to the current 87th scale. The new four-part minis will continue to be sculpted by miniatures giant (ha, ha) RAFM.

• Pinnacle Entertainment has been hinting for some time that there will be big news this summer for fans of their *Deadlands* RPG. The payoff will come this August with the release of ***Deadlands: Hell on Earth.*** Pinnacle is calling it a whole new setting unlike anything you've ever seen. It'll be written by acclaimed *Deadlands* author Shane Lacy Hensley.

That's all the writing we have for this month. Back to contemplating things like: Why do they call them hemorrhoids when the more appropriate term would be asteroids? Save us from further brain pain by sending us some tidbit to write up at: **IQSecrets@aol.com**

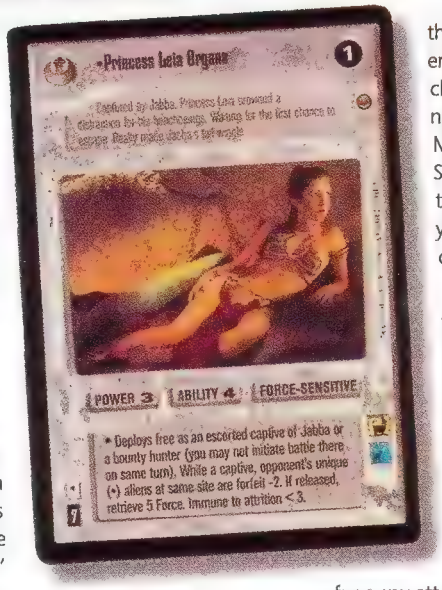
[ONDECK]

REVIEWING THE LATEST RELEASES IN GAMING

Jabba's Palace

"Mmm...Slave Leia..."

It's here! *Jabba's Palace* has arrived, and players everywhere are rejoicing. Finally, we get the long-awaited Jabba the Hutt, as well as the always-popular "slave" Leia. Plus this set, which focuses on the first part of "Return of the Jedi," includes more aliens than you can shake a gaffi stick at. There are plenty of recognizable characters, like Bib Fortuna and Salacious Crumb, but there are also dozens of enhanced images of people and places that were only barely on the screen, which means that many of the new cards will be unfamiliar to most players. In a very short amount of time, that will change.



Looking at the set, the first thing that jumps out at you is the beautiful imagery and artwork. It's easily the most colorful, detailed expansion Decipher has produced. There has been quite a shift in the lore text. Gone are the punny jokes and cutesy phrases. Some of the cards still have humor, but they have a much more "Star Wars" feel. A great example is the text for the Jawa character R'kik, Hero of the Dune Sea: "A tribe of Tusken Raiders, a herd of angry banthas, a raging krayt dragon and R'kik. Minutes later, the Jawa emerged from the Dune Sea, a bantha tusk over his shoulder." Cool!

Okay, so "Star Wars" fans are sure to be jazzed by the set, but what about the players? One of the most significant things this expansion introduces—or reintroduces—is the revival of theme decks. There are cards in *Jabba's Palace* that allow players to make a Jawa or Tusken Raider deck without fear of getting punished for playing with duplicates. Cards like Double Laser Cannon—a seven-destiny weapon that can make a Sandcrawler immune to attrition less than five—and the power-three R'kik are exciting additions to theme-minded players.

Many players will also be pleased to see cards that make several of the "worthless" premiere cards playable. Dust off those Plastoid Armors and Tusken Breath Masks. Thought those Utinnis were useless? Think again. *Jabba's Palace* is loaded with cards that will have you digging up those old cards. Besides the obvious power cards like Jabba, the new Artoo, etc., tournament players will enjoy a few new rules. First off, characters with more than one uniqueness dot are now non-unique. Sorry Minyoon! Also, the Dark and Light Sides both get a new type of card—the starting interrupt. After you choose your starting location, you can play one starting interrupt from your deck.

Currently, there are only two starting interrupts—The Signal and Twi'lek Advisor. Both let you start the game with an effect that doesn't have a deploy cost. That means you can play defensive cards like Do or Do Not and There is No Try and not have to worry about when they come up in the game. You can also be more devious, and start with Nightfall—or Sunsdown—and try for a spy attack deck. This landmark addition to the game will have tournament players everywhere reconsidering their strategies.

Decipher has done something else for the first time. Instead of fixing abusive cards with magic bullets, they've designed cards that target overall deck themes instead. For example, the Dark Side effect Cane Adiss lets you deploy cards—ignoring all restrictions—at a non-shielded planet location where your opponent just initiated a Force drain. Is your opponent abusing the Dagobah cloud drain? Watch out! Here comes the Rancor!

Jabba's Palace certainly has a lot to absorb, and it might be quite some time before some of the more obscure combos rear their heads. But for now, one thing is clear: This is the cleanest, sharpest, most exciting expansion to date. ■ **Jason Robinette**

the box

JABBA'S PALACE

GAME: ***STAR WARS CCG***
PUBLISHER: **DECIPHER**
GENRE: **SPACE OPERA**
SET SIZE: **180 CARDS**
RELEASE: **MAY 1998**
PACKAGING: **9-CARD BOOSTER PACKS**
SUGGESTED RETAIL: **$2.50 PER BOOSTER**

THE GOOD

- **Theme decks are here! You want to play the Jawa-Jedi deck? There are enough cards to do it now.**
- **88, count 'em, 88 new aliens.**
- **Mmm... Slave Leia...**

THE BAD

- **Where's Jedi Luke?**
- **With so many unknown aliens, there are a lot of rares that people won't be thrilled to receive. "Another Woof?!"**

THE UGLY

- **Hutt Smooch. Ugh.**

RATINGS: THE BEST | TOP NOTCH | GOOD | OKAY | WEAK | CRAPPY

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[ONDECK]

Underworld

"Seppuku and Suicidal Tendencies—No one said the underworld is a pretty place."

The world of organized crime is the focus for the first expansion set for the *Shadowrun: TCG*. The set of 140 cards features new runners from the big syndicates—the Mafia and the Yakuza—and Lone Star, the top cops. For the most part, the new cards focus on these new themes, expanding the game by giving you new deck-building options.

Most of the locations, challenges and special cards in the set deal with the criminal underworld, with locations like the Mafia-controlled Docks, the Black Market and Lone Star Lock-Up and challenges like Yakuza Assassin and Lone Star Beat Cops. There are no new cyberdecks or programs for deckers in the set, and no new cyberware, but there are new spells, weapons and gear galore, including my favorite new weapon, the Baseball Bat.



There are more than 50 new special cards, including more drones for riggers, totem cards for shamans—specials which give shamans certain bonuses—and Gang HQ cards that make all gangers you control members of the same gang with specific bonuses and drawbacks. My favorites are two new specials that let you make other runners commit suicide: Seppuku and Suicidal Tendencies. Hey, no one said the Underworld is a pretty place.

In addition to all the cool new toys, the best thing about *Underworld* is that it allows for more customized deck-building and theme decks for the game. The new card selection lets you build a Mafia, Yakuza, Lone Star or Ganger deck fairly easily. Theme decks tend to be very effective in certain areas—a Lone Star deck has all sorts of ways to frag over Mafia and Yakuza runners and vice versa—but they are also vulnerable to certain challenges and specials that specifically target them. A lot of the special cards in *Underworld* are only effective for certain types of runners, so they work best with a tightly themed deck. Players looking for more general-use cards may be a little disappointed, but there are still plenty of new toys, and most of the objectives and gear work just fine in any type of deck. If you're looking for new and interesting ways to expand your deck-building options for *Shadowrun*, along with some cool new objectives to send your runners after, take a walk on the dark side. ■ **Steve Kenson**

the box

UNDERWORLD

GAME: ***SHADOWRUN: THE TRADING CARD GAME***
PUBLISHER: **FASA**
DESIGNERS: **MIKE NIELSEN AND JIM NELSON**
GENRE: **CYBERPUNK FANTASY**
RELEASE: **MARCH 1998**
SET SIZE: **140 CARDS**
PACKAGING: **15-CARD BOOSTER PACKS**
SUGGESTED RETAIL: **$2.99 PER BOOSTER PACK**

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JUNE RELEASES

AD&D: Jakandor: Isle of Destiny
The first Jakandor supplement received a perfect score from us. No reason not to think it won't be the same this time around with the second in the series. *Isle of Destiny* has you playing the role of a mage or apprentice defending the land from incoming barbarian hordes. TSR. 112 pages. $21.95.

AD&D: Player's Guide to Greyhawk
Greyhawk returns and this is your guidebook! The *Player's Guide* features new legends and deadly dungeons for your PCs to explore, as well as special classes, national backgrounds and new kits unique to the world of Greyhawk. TSR. 48 pages. $13.95.

AD&D: The Fall of Myth Drannor
The ruins of Myth Drannor are famous in the land of Faerun, but the details of the collapse that marked the end of the Arcane Age have been lost to time—until now. Your heroes will not only discover Myth Drannor's secrets, but play a part in the pivotal events that shaped *Forgotten Realms*' history. TSR. 64 pages. $13.95.

Blue Planet: Archipelago
The first supplement for the *Blue Planet* sci-fi RPG details Poseidon's largest and most heavily settled island cluster, the Pacifica Archipelago. This detailed tome includes descriptions of key groups, notable NPCs, new flora and fauna and several precise maps. Numerous adventure seeds will be sure to help you kick-start a campaign. Biohazard Games. 128 pages. $18.95.

Call of Cthulhu: No Man's Land
The setting is WWI, the Arden Forest. You are members of the famous Lost Battalion, confronted not only by the Germans, but also by the arcane forces of the Cthulhu Mythos. Can the power of your Browning automatic rifles defeat the mysterious Lliogor? Chaosium. 64 pages. $14.95.

Changeling: Kingdom of Willows
Explore the changeling kingdom of Southwest Concordia. This book uncovers the secret conspiracies of the noble courts and the commoners, and even unravels a few mysteries. The first in a series of setting books that will span Concordia and beyond. White Wolf Games. 174 pages. $18.

Conspiracy X: The Unseen Hand: The Black Book Sourcebook
Men have labeled you "spies," "traitors" and worse. Long associated with covert ops, classified material and undisclosed funding, your organization has come to be known by the name of the very projects you're assigned; you are Black Book. This sourcebook gives players all the inside info on Aegis' major rival. Eden Studios. 160 pages. $20.

[ONDECK]

Alternity Gamemaster Guide

"This is much more than an edited version of the *AD&D Dungeon Master's Guide*."

No real surprises. That was my first impression upon reading through this, the companion book to the *Alternity Player's Handbook*. Then I started digging in, and I found more than a few nuggets of gold that ensured that this book gets listed as a "must-have" for anyone who is serious about running an *Alternity* campaign.



The majority of the tome is dedicated to giving perspective on each of the sections found in the *Player's Handbook* to the GM. Virtually every chapter in that book is covered again here, much in the same way that the *AD&D Dungeon Master's Guide* does for the *AD&D Player's Handbook*. That's the part you expect.

Fortunately, the authors improve on the original model by providing excellent examples and sidebar information that will help even expert GMs get a stronger handle on how to run this game. I am especially impressed with the "It's Your Game" sidebars that crop up frequently, exhorting the prospective gamemaster to take the bull by the horns and run their game the way they want.

I was really excited about the additional sections that give nearly complete instructions on how to build and use spaceships, create planetary systems and their populations, and even how to construct entire universes and set up a star-spanning campaign. There is stuff here that I would recommend to people regardless of what game system they were running. Would you believe there is even a more-than-cursory attempt at providing conversion rules for bringing *AD&D* characters into *Alternity*? *Spelljammer* meets "Babylon 5" anyone?

There are a couple of points I have problems with. The most popular part of the book will undoubtedly be chapter 16, where it introduces the FX system, which allows for magic, faith, super powers, etc.; the authors really should have expanded on that a bit more and provided more examples. Hopefully, there will be a follow-up book to support this later. I would have also liked to have seen a more detailed and rules-oriented approach to creating alien races for the game; the method they provide is too open-ended and lays too much upon a new GM.

Ultimately, however, this book makes the whole *Alternity* game more accessible than the *Player's Handbook* could manage alone. The combination gives a solid game an even more solid foundation. ■ **Sean Patrick Fannon**

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the box

ALTERNITY GAMEMASTER GUIDE

GAME: ***ALTERNITY***
PUBLISHER: **TSR**
AUTHORS: **RICHARD BAKER AND BILL SLAVICSEK**
DEVELOPER: **DAVID ECKELBERRY**
GENRE: **SCIENCE FICTION/SPACE OPERA**
FORMAT: **250-PAGE HARDCOVER**
RELEASE: **MAY 1998**
SUGGESTED RETAIL: **$29.95**

JUNE RELEASES

Tribe 8 Rulebook
Tribe 8 is a roleplaying game set in a tribal future, where heroes are blessed with mystical insight and marked by destiny. They must struggle to build a new society from the ashes of the old, fighting against alien horrors and the Fatimas, avatars of the Goddess. Contains world background, character creation and interaction rules, and a new system for running magic called "Synthesis." Dream Pod 9. 240 pages. $29.95.

Earthdawn: Cara Fahd: The Ork Nation
From across Barsaive, thousands of orks have come to rebuild their ancient homeland Cara Fahd. This sourcebook describes the leaders, people, history and secrets of this reborn realm and provides details on the ork tribes that form its military might. FASA. 136 pages. $18.

Galaxy: The Arena
A sequel to the popular *Titan: the Arena* non-collectible card game, *Galaxy: the Arena* substitutes strength cards with fleets of spacecraft. Each fleet has unique strengths and capabilities, adding new depth of gameplay to the *Titan* system. Avalon Hill. $27.

Magic: The Gathering: Exodus
A buyback counterspell? The largest spike yet? An artifact licid? Yep. *Magic*'s latest set is packed with 140 new cards which will throw a bunch more curves into the game. Wizards of the Coast. 15-card booster packs; $2.99 per booster.

Marvel Super Heroes
Wolverine vs. Sabretooth. The Fantastic Four vs. Galactus. Doctor Doom vs. the Impossible Man. *Marvel Super Heroes* is back with a brand-new system incorporating the SAGA game rules. If you love comics and roleplaying, this is a no-brainer that even the Mindless Ones would love. Boxed set. TSR. $24.95.

Men in Black: Instant Adventures
You've got the suit. You've got the glasses. Now, it's time to get the bad guys. This supplement includes nine missions which can be run with any campaign at a moment's notice. West End Games. 96 pages with 4 color card sheets. $18.

Noble Armada
Command frigates, destroyers or dreadnoughts as you seek to carve a fiefdom from the stars! A standalone starship miniatures game, *Noble Armada* fits into the setting of the *Fading Suns* roleplaying universe for those diechuckers who want to involve their characters in starship combats. Holistic Designs. $55.

Rifts World Book 17: Warlords of Russia
This sourcebook for *Rifts* includes details on various political and military groups revolving around the Warlords and their Russian cyborgs—as well as ideas for enemies and adventures. Hammer and sickle not included. Palladium Books. 204 pages. $20.95.

Trinity: Technology Manual
Technology influences every aspect of 22nd-century life. The *Technology Manual* presents an incredible array of devices, from palm-sized minicomps to deep-space freighters, repeating lasers to vocoders. Not to mention the nifty biotech toys. White Wolf Games. 136 pages. $16.

RATINGS: THE BEST · TOP NOTCH · GOOD · OKAY · WEAK · CRAPPY

Mage: The Sorcerers Crusade

"A perfect change from the usual fireball-fantasy fare."

The trouble with innovation is that you can only do it once; after that, it's repetition. This is what makes reviewing White Wolf's historical games so difficult. Each one is a remake of a previous game, moved backwards in time from today's World of Darkness to a point in its past where the rules are slightly different. They stand somewhere between "brand new game" and "third edition"; there's a new setting and more polished mechanics, but—whether you're in medieval times or modern—*Vampire* is *Vampire*.



The latest in the series is *Mage: The Sorcerers Crusade*, a reworking of *Mage: The Ascension* set in Europe during the Renaissance. Unlike the modern game, where the mages are desperately fighting to keep magick alive as science closes in, the war for reality is still up for grabs here. Either the mystic Traditions or the Order of Reason could win the day and, for the first time, players get the chance to take either side.

"Dead" traditions, like the Ahl-i-Batin and the Solificati, are presented in all their glory along with the groups that will one day grow into the great and powerful Technocracy, such as the Cabal of Pure Thought and the High Artisans. The rules for magick are turned upside-down; summoning an elemental or praying for a miracle would be considered "casual magic" while using a pistol borders on "vulgar." And Paradox, the bane of modern magi, is replaced by the Scourge, which can be either helpful or harmful depending on intent.

The other side to these changes is a renewed emphasis on how magick is performed. There are several magickal styles detailed in the game; you're expected to choose one as the means by which your character changes reality. This makes sense: A priest from the Celestial Choir wouldn't use the tools of the pagan Verbena. Components and rituals become key game elements in a way that they never were in *Mage*, a difference that adds a lot of flavor.

Beneath the changes, though, you've still got the best of the five Storyteller games. If you've never played, you've missed out on one of the best magic systems ever in a roleplaying game, one that allows you to do anything you can dream up if you've got the skill and the will to do it. The game still runs on the classic White Wolf engine, familiar to World of Darkness players. However, there's no text cut-and-pasted from *Mage* either; it's all been completely rewritten and updated. There may never be a third edition of *Ascension*, but this will do in a pinch.

Mage: The Sorcerers Crusade is the newest of the historical games and the most different from its source. It's also the best. For those who've never played *Mage* before, it's a perfect change from the usual fireball-fantasy fare. For those who have, it's the game you love in a new setting packed with possibility. ■ **Jason Schneiderman**

THE GOOD

- **If it wasn't broken, they didn't fix it.**
- ***Sorcerers Crusade* emphasizes style over power: Just because you can do anything doesn't mean that you will. It also codifies magickal ways and means in a manner that *M:TA* doesn't.**
- **After the sale of *Ars Magica*, *Mage* was a game without a past. *Sorcerers Crusade* fixes that, giving such mainstays as the Order of Hermes and the Tremere vampires a new foundation.**
- **It's a beautiful book, from the gold-embossed cover to the full-color art by the Hildebrant Brothers to the opening story by Storm Constantine.**

THE BAD

- **Do tertiary abilities get five or seven points? Why do the astronomy-oriented Celestial Masters and the secret police organization called the Ksirafai have the same magickal affinities? Like scratches on a golden vessel, the few inconsistencies in a product this good stand out.**

THE UGLY

- **The examples suggest that the sphere of Spirit in *M:SC* replaces Entropy as the fallback sphere for coincidental magick, with "I ask God to do it" as the substitute for "There's a random chance that it happens." Storytellers beware.**
- **There's a huge, screaming typo on the character sheet.**

the box

SORCERERS CRUSADE

GAME: ***MAGE: THE ASCENSION***
PUBLISHER: **WHITE WOLF**
DESIGNER: **PHIL BRUCATO**
GENRE: **FANTASY**
RELEASE: **MAY 1998**
FORMAT: **296-PAGE HARDCOVER**
SUGGESTED RETAIL: **$28**

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RATINGS: THE BEST · TOP NOTCH · GOOD · OKAY · WEAK · CRAPPY

"You think you've seen it all? Try facing a mind flayer lich."

The Illithiad



The dreaded mind flayer has long been an *AD&D* favorite. Unfortunately, they have gotten little more press than an entry in the *Monstrous Manual*. With the release of *The Illithiad*—the latest volume in the "Monstrous Arcana" series—these brain-suckers finally get their due.

Presented as the findings of a merchant sage named Wakeman, *The Illithiad* sets out to present their disgusting, horrific culture in all of its slimy detail.

Much of the book is devoted to providing the DM with background and insights on illithid culture. There are essays on mind flayer anatomy and life cycles, philosophies, theology and a species origin that could make the basis for a cool illithicentric campaign. Since psionics are so integral to running mind flayers, there is also a chapter devoted to the disciplines mastered by the illithid, plus new powers unknown to mortal man. Introducing psionics into a campaign can be tricky, and the author provides helpful tips on integrating them smoothly.

The Illithiad provides the DM with practical tools as well as background material. There's an entire mind flayer colony for PCs to visit (one way or another), giving them the perfect chance to discover the illithid secrets revealed in this book. There are new illithid mutants to take on—you haven't seen it all until you've faced an illithid lich—and new toys to plunder, such as psychic swords and brainmates.

One gripe: The book could have been organized a bit better; in several spots, intriguing concepts are introduced and promptly dropped, only to be taken up again in later chapters. A bigger drawback is the price point. Though the color illustrations are handsome and lend the book tremendous atmosphere and character, 20 bucks is a lot to pay for eye candy.

Overall, *The Illithiad* is a solid and entertaining work. DMs planning high-level forays into the Underdark will likely find it an indispensable investment. Thanks to the high price, however it isn't a book for the merely curious. ■ **Paul Sudlow**

the box

THE ILLITHIAD

GAME: ***AD&D***
PUBLISHER: **TSR**
AUTHORS: **BRUCE R. CORDELL**
GENRE: **FANTASY**
RELEASE: **APRIL 1998**
FORMAT: **96-PAGE SOFTCOVER**
SUGGESTED RETAIL: **$19.95**
CONTACT: **WWW.TSR.COM**

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Dungeon Builder's Guidebook



"If you're an *AD&D* fan, you probably could have written this book yourself."

Remember the fantastic dungeons of Gary Gygax? *The Temple of Elemental Evil* or the *Decent into the Depths of the Earth*-related adventures? Now it's your turn to create the newest dungeons of dread. The *Dungeon Builder's Guidebook* teaches you how to design and populate your own dungeons, ranging from the traditional cave-in-the-wilderness to interdimensional adventures.

The *Guidebook* starts by covering the basic issues of a dungeon. Important, realistic details such as "Where does the monster get its food?" and "How do the monsters keep from killing each other?" are discussed in some detail. The age old debate between realism and fun is brought to the table, as well as things to avoid, like "Monty Hall" campaigns.

The next part describes different dungeon types. These include the traditional castle-, ruin- and cave-dungeons as well as the more obscure aerial and underwater and encounters. The interdimensional dungeon allows access to a variety of planes and offers new ways to challenge the characters with distorted distances or infinite staircases.

There is also a chapter that covers the basics of trap design followed by a random design generator for when the DM isn't feeling very creative. And finally, examples of the different types of dungeons are included to help get you started.

The book is well-organized and easy to use, but it lacks originality and substance. One-third of the book is space-filler disguised as mini-dungeon examples, seemingly because the author couldn't come up with more than 40 pages of advice on dungeon building. In fact, the random dungeon generator is recycled from the first edition of the *Dungeon Master Guide*. Basically, this book is a compilation of previous texts and ideas in one volume.

If you are a new or out of practice DM who's looking for a reference book that reviews important dungeon concepts, the *Dungeon Builder's Guidebook* will meet your needs. If you're an *AD&D* fan and have already taken a stab at designing your own dungeons, you probably could have written this book yourself—and you most likely won't find enough new ideas to justify buying what is primarily a book of recycled materials. ■ **Todd Posey**

the box

DUNGEON BUILDER'S GUIDEBOOK

GAME: ***AD&D***
PUBLISHER: **TSR**
AUTHOR: **BRUCE R. CORDELL**
GENRE: **FANTASY**
RELEASE: **MAY 1998**
FORMAT: **64-PAGE SOFTCOVER WITH 16 PAGES OF MAPS**
SUGGESTED RETAIL: **$14.95**

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RATINGS: THE BEST · TOP NOTCH · GOOD · OKAY · WEAK · CRAPPY

"An index away from perfection."

World of Darkness: Hong Kong



Let me state up front why I didn't give this book a "six." No index. That's about it, really. I can't give a perfect score to any game book that doesn't have an index.

Beyond that, however, I am extremely thrilled with this piece of work. The cover is eye-catching and instantly sets the tone of the book. The rest of the layout and artwork is smooth, elegant, and, in some cases, downright gorgeous.

The writing will not disappoint either; Jackie Cassada and Nicky Rea have obviously put a fair amount of effort into their research, but they refuse to bore us with too much detail. Instead, they give us just as much as we need to taste Hong Kong without drowning in the minutiae. We are shown where things happen and what kind of place Hong Kong is for a supernatural, with a lot of attention paid to the way the mystical and mundane worlds are more intertwined than they are in Western realms. Best of all, we are given this in a style that is easy on the brain and stylish to boot.

Most of the book is dedicated to "Who's Who" in Hong Kong's supernatural community, detailing more than just Kindred. This book makes a real go of integrating the various types of beings that are in the World of Darkness; just as Hong Kong blends so many different mortal cultures, so does it intermingle the mystical cultures of the WoD as well. In fact, the only other "complaint" I could offer is that this book is difficult to make the most of unless you have *Kindred of the East*, where much of the core rules information for many of these characters obviously originates.

If anyone was afraid that White Wolf's announcement that no more core "critters" would be created as core systems meant the end of good stuff for the World of Darkness, this is one entry into the body of evidence proving that notion wrong. In fact, I have to give this book to my Storyteller; I want to play in White Wolf's Hong King. I can think of no better recommendation. ■ **Sean Patrick Fannon**

the box

WORLD OF DARKNESS: HONG KONG

GAME: ***VAMPIRE: THE MASQUERADE***
PUBLISHER: **WHITE WOLF**
AUTHORS: **JACKIE CASSADA AND NICKY REA**
DEVELOPER: **ROBERT HATCH**
GENRE: **HORROR/FANTASY**
FORMAT: **152-PAGE SOFTCOVER**
RELEASE: **APRIL 1998**
SUGGESTED RETAIL: **$18**

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GURPS Russia

"From Russia with...muzhiks?"

For what it is, *GURPS: Russia* is a great book. What it is: a niche product. A niche that is incredibly small, but a niche nonetheless. This supplement really couldn't be done much better. Any detail you could desire about Russia from the 10th century to the beginning of the 18th century is all right at your fingertips, but this begs the question "How much can a GM really use from this book?"

One thing's for sure: This is no James Bond movie. There are no spies or Cold War conflicts. What a reader gets is a history lesson in the daily lives of early Russians. This can be good or bad depending on your desires. If you want to place an adventure during the rise of a certain Slavic tribe or want your players to steal the magic Apples of Youth, this is the only book you'll ever need. You may even be able to pass classes in Russian history with it.



But while there is a lot of material on Russian myth, such as the Baba Yaga and Chudo Yodo—who looks suspiciously like a cross between Cthulhu and a plate of calamari—there are a lot of mundane day-to-day aspects included, such as tips for overland travel and fighting on frozen rivers, which may not have an immediate and obvious use.

In places, *GURPS: Russia* reads like a history book with timelines, descriptions of historical figures like Peter the Great, and details about important ideas in religion and occupation; this is not necessarily a bad thing. These details are necessary to deliver the total picture on life during this place and time; however, thorough though it may be, what kind of game will require the stats for muzhiks (wandering peasant storytellers)? Thankfully, there is a chapter of adventure ideas provided for befuddled GMs that desire more than an education.

This is the first product available from Steve Jackson Games' new line of products available only directly from the company, and in accordance with this test case and small product niche, they've only printed 2,000 of these puppies. While I question their choice of subject, I cannot quibble with the results. They are thorough, detailed and even educational, but buyers should be well aware of the narrow focus of this book... and that the hammer and sickle are not included. ■ **Brent Fishbaugh**

the box

GURPS RUSSIA

GAME: ***GURPS***
PUBLISHER: **STEVE JACKSON GAMES**
AUTHORS: **S. JOHN ROSS**
GENRE: **HISTORICAL**
FORMAT: **144-PAGE SOFTCOVER**
RELEASE: **MARCH 1998**
SUGGESTED RETAIL: **$19.95**
CONTACT: **WWW.SJGAMES.COM OR 512-447-7866**

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RATINGS: THE BEST · TOP NOTCH · GOOD · OKAY · WEAK · CRAPPY

[ONDECK]

Atlantic Storm

"A card game first... a wargame a far distant second."

Submarines are cool. Big metal fish prowling the ocean depths hunting for things to blow up have long captured the imaginations of history and warfare buffs. This is the focus of Avalon Hill's newest non-collectible card game, *Atlantic Storm*. Unfortunately, this World War II game is a card game first and a historical wargame a far distant second.



Designed for three to six players, you alternate playing Force cards from your hand in an attempt to either sink or escort convoys of cargo ships. Force cards represent things like airplanes, battleships and submarines and each has three ratings denoting how strong it is in air, surface and underwater combat. The player playing first gets to choose which rating will be used for every round. Each player then plays Force cards from either the Allied side (escort) or the Germans (sink). After each player has played a card, the side with the most points (Allied or German) succeeds and the player who played the highest card on the succeeding side scores the convoy's victory points and points for each enemy card played in opposition.

To spice up things, certain ships are keyed to certain convoys. If you manage to recreate a historical battle by playing a convoy's adversary, your Force card counts double. Some Force cards have random values; once everyone has played their card, you roll a six-sided die to determine the card's strength.

Table talk is encouraged and you can make non-binding pacts with players to support your side for future favors or to hinder the player who is currently winning. Unfortunately, there are some rounds where, due to card restrictions, you can't do anything, forcing you to discard. Not fun.

Stripping away the paper-thin historical veneer, *Atlantic Storm* is basically a trumping card game with lots of chrome rules to make it look like a wargame. That's fine if you're looking for a fun, easy card game, and there's enough strategy to give it plenty of replay value. But if you're seeking something hugely innovative or want to gain insight into the tactics of convoy warfare, you'll be disappointed. ■ **M. R. Goode**

the box

ATLANTIC STORM

PUBLISHER: **AVALON HILL**
DESIGNER: **BEN KNIGHT**
GENRE: **HISTORICAL NON-COLLECTIBLE CARD GAME**
RELEASE: **MARCH 1998**
COMPONENTS: **152 CARDS, 3 SIX-SIDED DICE, STORAGE TRAY**
SUGGESTED RETAIL: **$27**

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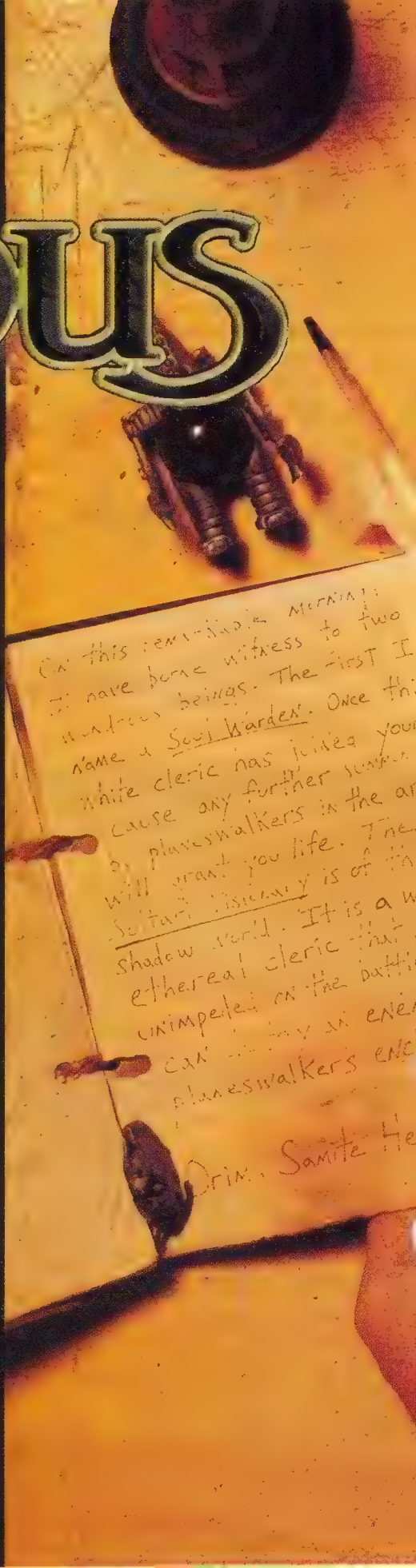
THE BOOK OF EXODUS

Gerrard's journal offers a glimpse at Magic's latest set

How much would you pay for the actual captain's log of the *Weatherlight*? Twenty bucks? A hundred? Your full set of Moxes?

Well, how about getting it for free? Through the diligent work of our vast archaeology department, *InQuest* has unearthed Gerrard's official *Weatherlight* ship's log. The following pages tell the story of Gerrard and his crew as they rescue Captain Sisay, retrieve the stolen Legacy artifacts and hightail it outta the plane of Rath in the nick of time. Mixed throughout the journal are hints concerning nearly two dozen *Exodus* cards, so scan the pages carefully and wrack your noggin to see what's in store this summer for the latest *Magic* expansion...

By the InQuest staff



Photos: Paul Schrader. *Magic: The Gathering* is a registered trademark of Wizards of the Coast.

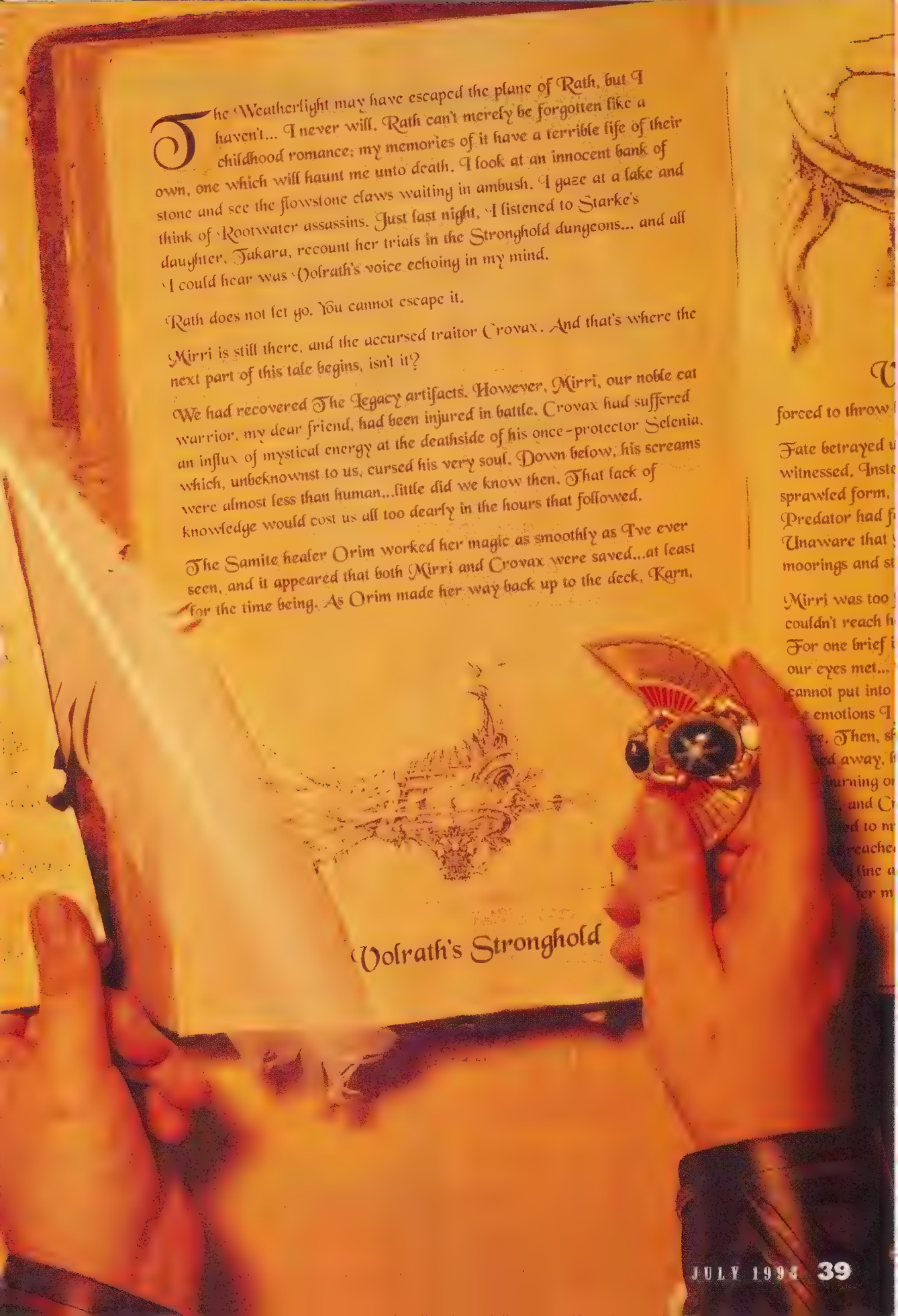
The Weatherlight may have escaped the plane of Rath, but I haven't... I never will. Rath can't merely be forgotten like a childhood romance; my memories of it have a terrible life of their own, one which will haunt me unto death. I look at an innocent bank of stone and see the flowstone claws waiting in ambush. I gaze at a lake and think of Rootwater assassins. Just last night, I listened to Starke's daughter, Takara, recount her trials in the Stronghold dungeons... and all I could hear was Volrath's voice echoing in my mind.

Rath does not let go. You cannot escape it.

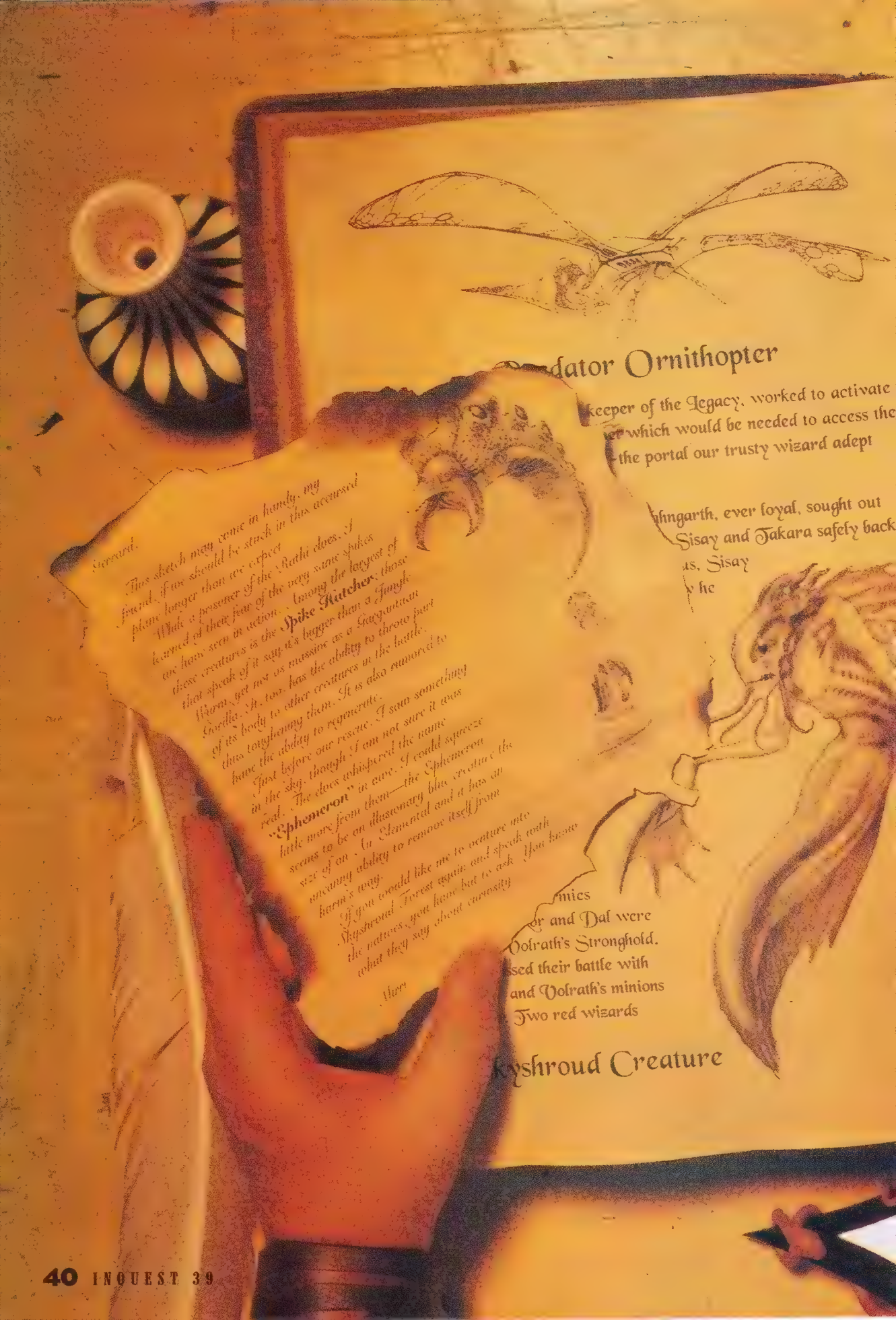
Mirri is still there, and the accursed traitor Crovax. And that's where the next part of this tale begins, isn't it?

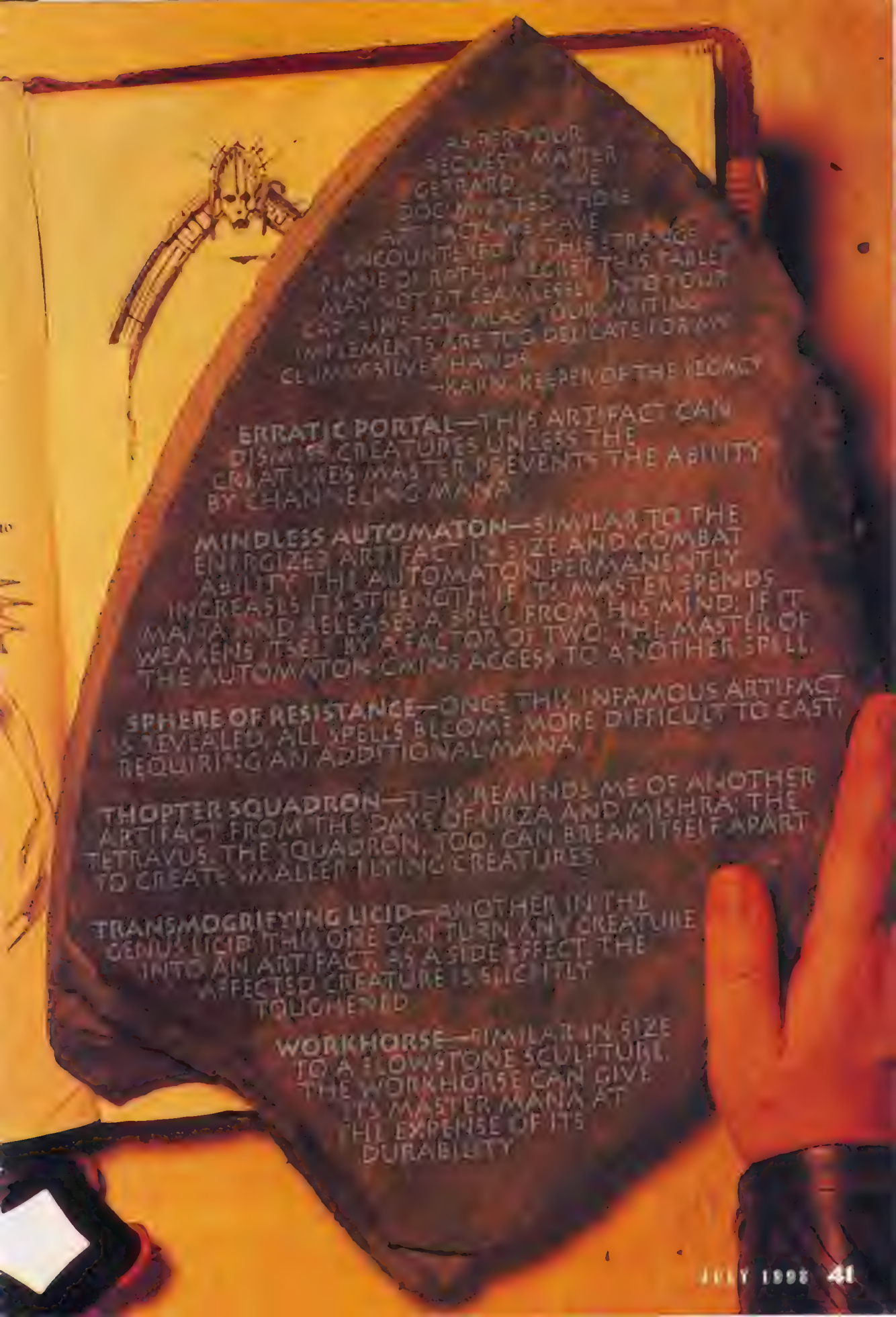
We had recovered The Legacy artifacts. However, Mirri, our noble cat warrior, my dear friend, had been injured in battle. Crovax had suffered an influx of mystical energy at the deathside of his once-protector Selenia, which, unbeknownst to us, cursed his very soul. Down below, his screams were almost less than human...little did we know then. That lack of knowledge would cost us all too dearly in the hours that followed.

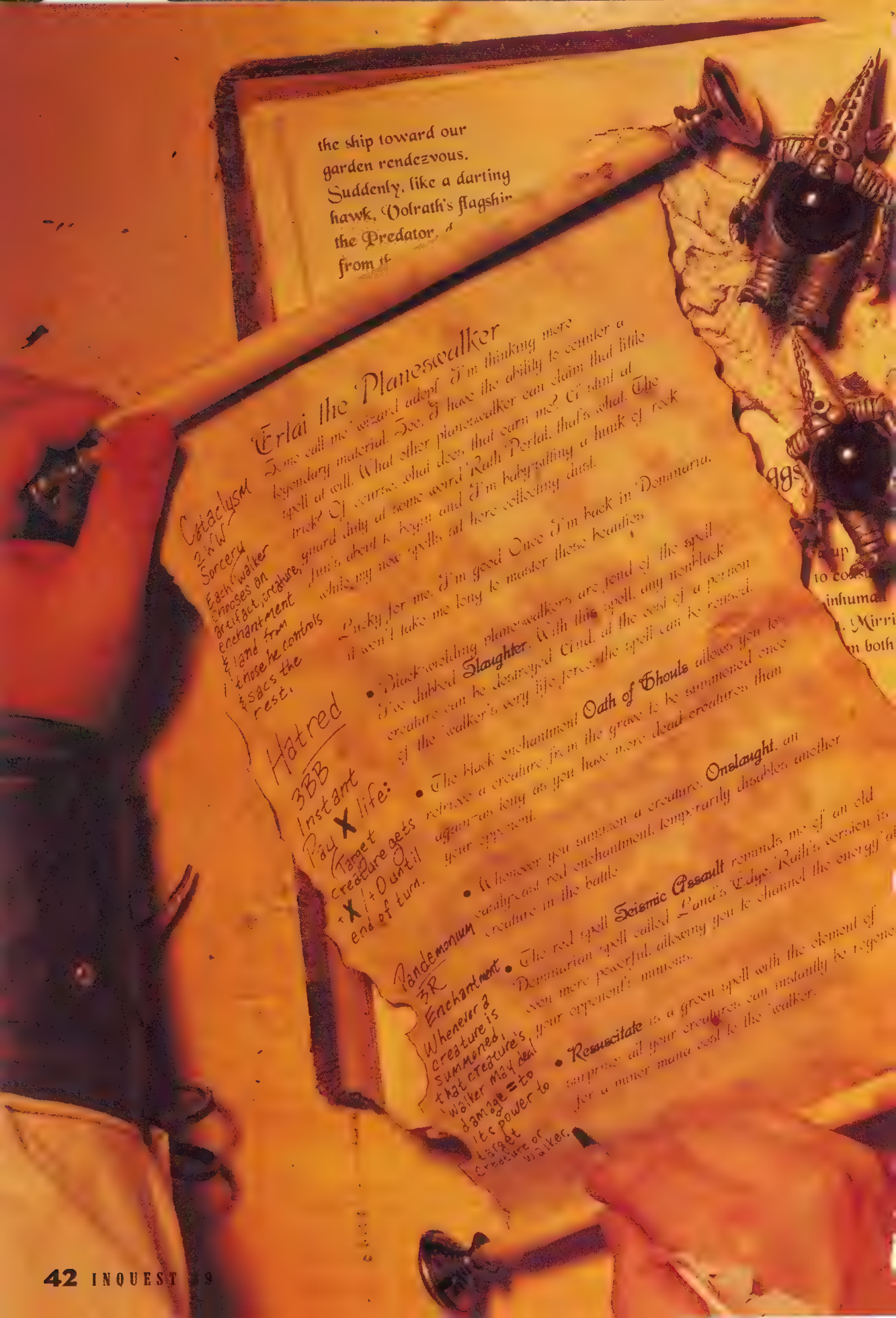
The Samite healer Orim worked her magic as smoothly as I've ever seen, and it appeared that both Mirri and Crovax were saved...at least for the time being. As Orim made her way back up to the deck, Karn,



Volrath's Stronghold

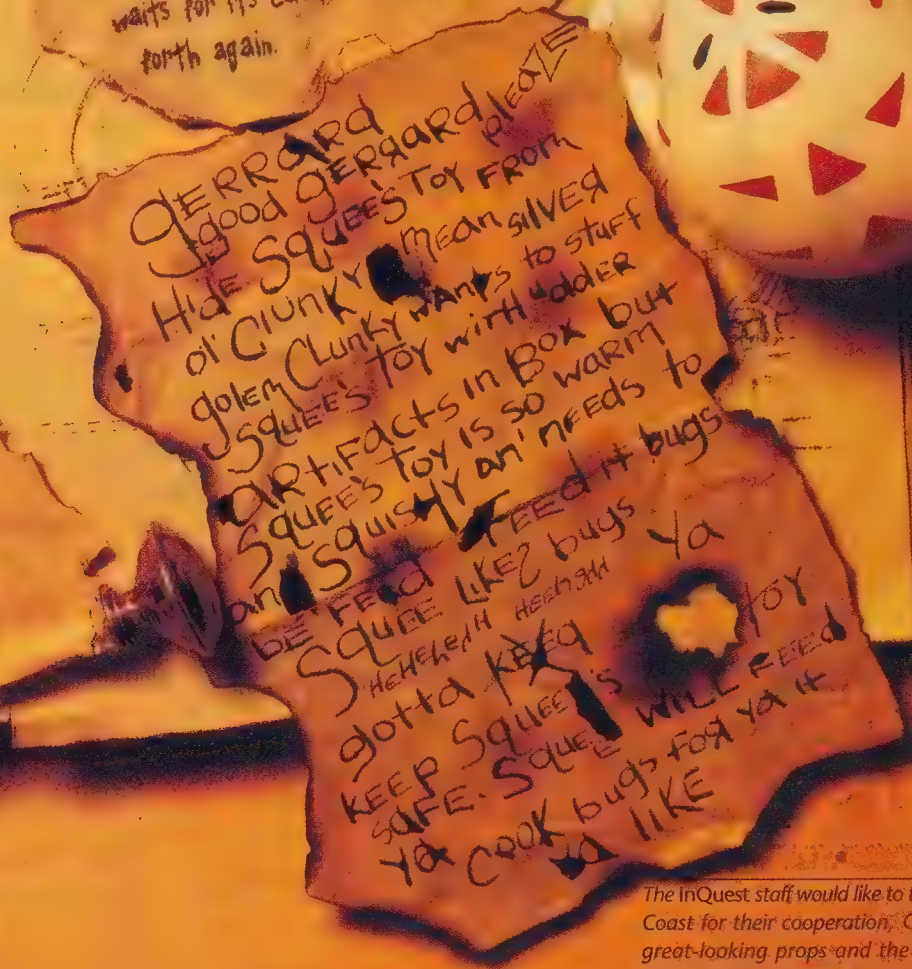

dator Ornithopter
keeper of the Legacy, worked to activate
which would be needed to access the
the portal our trusty wizard adept
hngarth, ever loyal, sought out
Sisay and Takara safely back
us, Sisay
he
mics
r and Dal were
Volrath's Stronghold.
ssed their battle with
and Volrath's minions
Two red wizards
kyshroud Creature


AS PER YOUR
SECRET MASTER
GERRARD
DOCUMENTED MORE
OF THE FACTS WE HAVE
ENCOUNTERED IN THIS STRANGE
NAME OR RATHER SECRET TO THIS TABLET
MAY NOT BE SEAMLESSLY INTO YOUR
CAP-RINGS FOR MAGIC YOUR WRITING
IMPLEMENTS ARE TOO DELICATE FOR MY
CLUMSY SILVER HANDS
—KAIJU, KEEPER OF THE LEGACY
ERRATIC PORTAL—THIS ARTIFACT CAN
DISMISS CREATURES UNLESS THE
CREATURES MASTER PREVENTS THE ABILITY
BY CHANNELING MANA
MINDLESS AUTOMATON—SIMILAR TO THE
ENERGIZED ARTIFACT IN SIZE AND COMBAT
ABILITY THE AUTOMATON PERMANENTLY
INCREASES ITS STRENGTH IF ITS MASTER SPENDS
MANA AND RELEASES A SPELL FROM HIS MIND. IF IT
WEAKENS ITSELF BY A FACTOR OF TWO. THE MASTER OF
THE AUTOMATON GAINS ACCESS TO ANOTHER SPELL.
SPHERE OF RESISTANCE—ONCE THIS INFAMOUS ARTIFACT
IS REVEALED, ALL SPELLS BECOME MORE DIFFICULT TO CAST,
REQUIRING AN ADDITIONAL MANA.
THOPTER SQUADRON—THIS REMINDS ME OF ANOTHER
ARTIFACT FROM THE DAYS OF URZA AND MISHRA: THE
TETRAVUS. THE SQUADRON, TOO, CAN BREAK ITSELF APART
TO CREATE SMALLER FLYING CREATURES.
TRANSMOGRIFYING LICID—ANOTHER IN THE
GENUS LICID. THIS ONE CAN TURN ANY CREATURE
INTO AN ARTIFACT AS A SIDE EFFECT. THE
AFFECTED CREATURE IS SLIGHTLY
TOUCHED
WORKHORSE—SIMILAR IN SIZE
TO A FLOWSTONE SCULPTURE.
THE WORKHORSE CAN GIVE
ITS MASTER MANA AT
THE EXPENSE OF ITS
DURABILITY


the ship toward our
garden rendezvous.
Suddenly, like a darting
hawk, Volrath's flagship
the Predator
from it
Ertai the Planeswalker
Some call me wizard adept. I'm thinking more
legendary material. See, I have the ability to counter a
spell at will. What other planeswalker can claim that little
trick? Of course, what does that earn me? Ohhh, at
least from some weird Rath Portal, that's what. The
while my new spells sit here collecting dust.
Lucky for me, I'm good. Once I'm back in Dominaria,
it won't take me long to master these beauties.
• Black-wielding planeswalkers are fond of the spell
I've dubbed Slaughter. With this spell, any nonblack
creature can be destroyed. Cool, at the cost of a person
of the walker's very life force. The spell can be reused.
• The black enchantment Oath of Ghouls allows you to
retrieve a creature from the grave to be summoned once
again—as long as you have more dead creatures than
your opponent.
• Whenever you summon a creature, Onslaught, an
easily-cast red enchantment, temporarily disables another
creature in the battle.
• The red spell Seismic Assault reminds me of an old
Dominarian spell called Lava Axe. Rath's version is
even more powerful, allowing you to channel the energy of
your opponent's minions.
• Resuscitate is a green spell with the element of
surprise: all your creatures can instantly be regenerated
for a minor mana cost to the walker.
Cataclysm
2WW
Sorcery
Each walker
chooses an
artifact, creature,
enchantment
and land from
those he controls
sacs the
rest.
Hatred
3BB
Instant
Pay X life:
Target
creature gets
+X/+0 until
end of turn.
Pandemonium
3R
Enchantment
Whenever a
creature is
summoned,
that creature's
walker may deal
damage = to
its power to
target
creature or
walker.

By Torahn and Tashlu. I know not why Gerrard has me performing the duties of a lowly scribe. I, Tahngarth, first mate of The Weatherlight, am a warrior by trade and honor, but for the safety of the crew I will report on what I have seen.

The creatures of Rath are tougher than those on Dominaria. The Dauthi Jackal, a hound which heeds to a black spellcaster's call, is roughly equal to the other shadow creature we have fought. The Dauthi Horror, except the jackal can destroy a defending creature at a distance. Normally as tough as a Brassclaw Orc, The Reckless Ogre will hit you with the same force as an Orgg if it is the only creature attacking you. Finally, the Jackalope Herd is a green beast the size and strength of those overrated Erhnam Djinns. However, the Jackalope has one drawback—it flees the battle field the moment its spellcaster casts another spell, and waits for its caster to call it forth again.



The InQuest staff would like to thank Wizards of the Coast for their cooperation, Chris Spaseff for the great-looking props and the Bottle Gnomes for sitting still through the filming of this feature.



MIRROR, MIRROR

InQuest shatters the barrier between the Star Trek and Star Wars CCGs with eight crossover cards

Crossovers are cool. Okay, well not the Star Trek/X-Men stuff. That was just a really stupid idea. But with one company holding the rights to both the *Star Wars* and *Star Trek* CCGs, blending the two hottest sci-fi properties seems like a natural fit. Of course, before Decipher could plunge into creating new cards, they'd need to come up with some new rules, like they do with each expansion. If they ever decide to give it a try, we've got a few thoughts on how to mix the two...

BY MICHAEL MIKAELIAN AND JASON ROBINETTE

Darth Vader, Boba Fett © Lucasfilm Ltd. Trekpanies © Paramount Pictures. All Rights Reserved. Courtesy Foto Fantasien

THE FINAL FRONTIER

Is the Great Barrier the final frontier? Nah. That was cut out of Star Trek cannon for the same reasons you'll never see Wolverine on an episode of "Voyager." Er, at least we hope not. Transported to a galaxy far, far away, Picard and company find a new frontier to explore—and a new enemy in the Empire. In the *Star Wars CCG*, the Federation has some very potent characters and starships, as well as quite a few new rules explaining how to integrate the Federation into your Light side deck:

Federation: Federation characters are a new character type, and do not count as Rebels or Aliens. Federation characters may not participate in a battle you initiate unless you have a Leader or a character with ability > 3 also involved in the battle.

Soong-Type Androids: These very rare droids have several special abilities. They are immune to Restraining Bolt and purchase. They may, however, be stolen using other methods. Whenever an interrupt, effect or device targets a Soong-Type Android, use its armor instead of its ability. Soong-Type Androids may never count as the "highest ability character."

Transporters: A group of characters moving to or from a starship equipped with a transporter may "beam up"—or "down"—for X Force. X = number of opponent's starships at same system. Beaming is an unlimited move. Whenever characters beam to or from a starship, that starship's armor is reduced to 0 until the end of the turn.

As a whole, Federation characters have some nice abilities. For one, most are as powerful as their Rebel counterparts, if not more so. Plus, cards like Scanning Crew and M'iiyoom Onith have no effect on Federation characters, since they aren't Rebels or aliens. However, the Federation's finest really shine when it comes to their individual abilities.



JEAN-LUC PICARD

The captain of the *U.S.S. Enterprise-D* and *-E* and a victim of the Borg is an experienced traveler through space, time and even other dimensions. Picard's strongest quality is his ability to lead. He always seems to get the best results from his crew and keep them alive through every adventure. It only makes sense that he would protect your forces in a space battle, demonstrating his incredible head for strategy.

Though each crew member enhances the *Enterprise*, Picard truly makes it a juggernaut, second only to the *Executor*. When piloted by Jean-Luc alone, the *Enterprise* has a power of 8, four points of ability, and is immune to attrition < 4. His game text makes this the least amount of attrition you'll have to suffer, and give Vader and Tarkin one more destiny they'll want to cancel every battle. With Picard on the *Enterprise* and Captain Han in the *Falcon*, there are few places for the Empire to hide.

LIEUTENANT COMMANDER DATA

Look out IG-88, here comes the biggest droid to ever grace a *Star Wars* card. Not only is Data more powerful than the aforementioned assassin and bounty hunter, he's the ultimate protection from character weapons, and cards like Gravel Storm and Trample. Except for lightsabers, Data protects your characters almost completely from weapons like Boba Fett's Blaster Rifle and greatly increases their odds against the dreaded Light Repeating Blaster Rifle.

Unfortunately for Data, his protection doesn't extend to himself. Being a droid presents its own set of problems for him too. Even though Data is immune to Restraining Bolt and purchase, he's not immune to Look Sir, Droids, Trample or Gravel Storm. To keep these from being a problem, you could always play I Have A Bad Feeling About This, moving it to a more difficult target, made even more so by Data's presence.





LIEUTENANT WORF

After a few seasons of getting his ass whupped by practically everyone who set foot on the *Enterprise*, Worf wised up and learned how to put up a fight. Now he's the one kicking ass and taking names. And his card is no different. Thanks to Worf's security background, he's got incredible game text. Like Picard, he has a defensive ability and adds something special to the *Enterprise*.

Unlike Picard—and more like Data—Worf's game text affects battles at his site. As a matter of fact, Data and Worf make a really hard-to-break combo. While Data protects your characters from weapons fire, Worf makes sure you never suffer attrition—that is as long as you have enough Security Personnel (Red Shirts) present.



Photo courtesy Everett Collection

Travelin' through warp ain't like dustin' crops, but with Picard, Data and Worf on the bridge it's a piece of cake.

U.S.S. ENTERPRISE-D

Flagship of the United Federation of Planets, the *Enterprise* is the best in its class. Like all Galaxy-class starships, it has immunity to attrition when piloted by Federation pilots, although it does have an extra point of protection. Likewise, its power is 5 instead of the usual 4. These differences are small compared to those that the right crew make. When fully manned by Picard, Riker, Data, Worf and Geordi it is power 13, armor 8 and hyperspeed 7. All this and it's immune to attrition < 7! And if someone you don't want to fight ever attacks you, you can use 6 Force to cancel the battle.



EXPANDING THE EMPIRE

If Emperor Palpatine discovered a gateway to another galaxy, one rife with interstellar conflict, do you think he would just sit back and watch? Heck no. As soon as the Empire found new territory available for the taking, they'd pack several of their best officers into a Star Destroyer and send them out to do battle. Other than a slight miscue at Yavin, Grand Moff Tarkin and Darth Vader were a solid team, and the Dark side can always use the aid of a swine like Boba Fett.

In the *Star Trek CCG*, each of these characters—as well as their ship—would surpass the power of most of the existing *Star Trek* cards. Like the Federation crew joining the Light side, there are several rules governing the use of Imperials in the Alpha quadrant:

Imperial: Imperial forces must attack any Rebel ships or personnel present at the same location. Battling Rebels does not cause Imperials to be 'stopped,' but they may not battle again that turn.

Bounty Hunter: At the end of any battle at this personnel's location, you may capture one opponent's personnel discarded during the battle.

Alter: Counts as Guramba. May probe to cancel an event. : Event canceled.

Sense: Counts as Empathy. May probe to cancel an interrupt. : Interrupt canceled.

Control: Counts as Mindmeld. May probe to cancel a just played doorway. : Doorway canceled. You may probe until successful. For each probe, that opponent scores X bonus points. X = number of probes in the attempt. For example, if you attempt to cancel an event, after your first probe, your opponent scores one bonus point. After the second, they score two additional points. If you probe six times, that's 21 points!

With these basic rules in place, the Empire can put forth some outrageous characters and ships, the likes of which even the battle-hardened Klingons may learn to fear.

DARTH VADER

What can we say? Vader is THE man. He's got one of the most powerful *Star Wars* cards, and his *Star Trek* card is no different. His skills are very impressive, and the download of his lightsaber means that some away team is going to get hurt. Badly. It lets him mortally wound an opponent in away team combat if his strength is higher than theirs, which means many personnel will fall before his blade.

The most popular deck will most undoubtedly use Intermix Ratio with Vader to semi-safely counter your opponent's cards... Just don't let them get rid of the Ratio or you'll lose! Another strong use of Vader is in an all-planet missions deck, along with Roga Danar, Zon and Bossk, to form a major groundpounding beat down. Though you may take a hit from Balancing Act, who cares? Nobody's going to mess with you planetside, and you can even start a Colony. Combine Darth Vader with Dark Anger and... Need we say more?



GRAND MOFF TARKIN

Let's face it. This guy is just plain creepy. Still, if his *Star Wars* card wasn't so good, people probably wouldn't give him much thought. His *Star Trek* stats are generally average, but his special dilemma-canceling ability can be very useful. He's a good guy to have around when you come across a nasty dilemma such as Strict Dress Code.

Also, Imperial spies allow you to use any espionage cards as your own. Many of the Romulan space missions are worth a lot of points, and speaking of points: With stats like Tarkin's, it's a wonder he doesn't have green blood and pointed ears.



DEVASTATOR

By far the largest ship introduced into the *Star Trek CCG*, this thing sure lives up to its name. This ship differs from the regular Star Destroyer in that it requires one less staffing icon, has one more power, and it possesses the TIE Support download icon. For those of you who haven't seen it, TIE Support is an interrupt that adds 5 to the power of any Star Destroyer on which it's played. Don't forget to load up those astromechs, because there's nothing better than their cumulative range bonuses—except perhaps adding on a Captain's Log as well.

It's also worth noting that the mighty Star Destroyer is only the second ship that can come out of a Borg Ship attack undamaged without the aid of other cards.





BOBA FETT

Boba Fett is the biggest, baddest bounty hunter in any universe... Just don't mention the Sarlaac. Boba's exobiology means that he can help you get past the dreaded Coalescent Organism. His other skills are impressive, but his bounty hunting takes the cake—as well as your opponent's personnel.

Boba Fett's weapons are many, and their power is great. His rifle and wrist rockets add to power, while his turbo projected grappling hook allows him to capture two personnel each turn. Interrogating prisoners is so... old school. Instead of getting points for their release, you can play bounties on personnel and receive points for their capture!

TERMINATORS

FIVE MOVIE MONSTERS TO TORMENT YOUR PCS

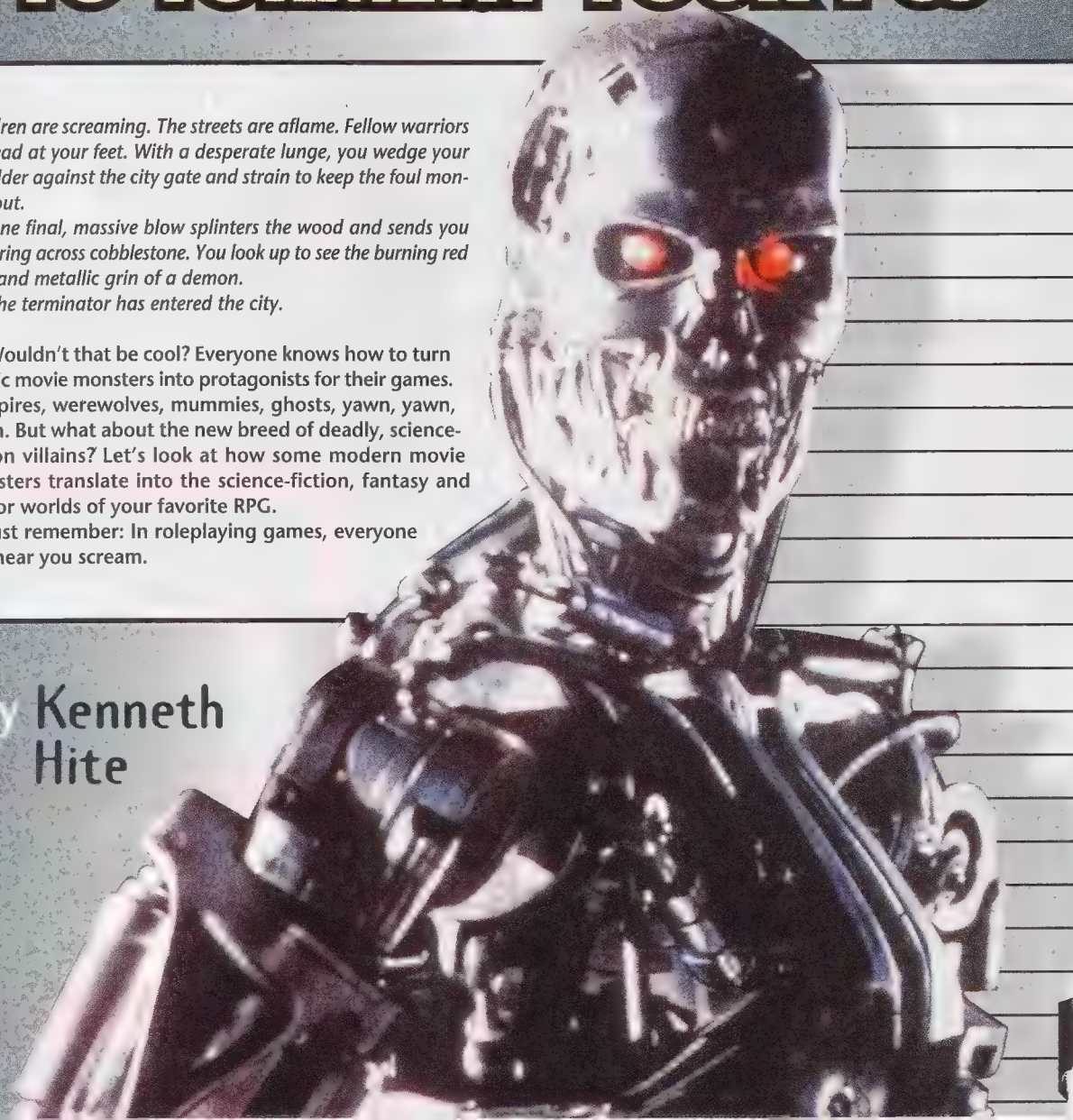
Children are screaming. The streets are aflame. Fellow warriors lie dead at your feet. With a desperate lunge, you wedge your shoulder against the city gate and strain to keep the foul monster out.

One final, massive blow splinters the wood and sends you skittering across cobblestone. You look up to see the burning red eyes and metallic grin of a demon.

The terminator has entered the city.

Wouldn't that be cool? Everyone knows how to turn classic movie monsters into protagonists for their games. Vampires, werewolves, mummies, ghosts, yawn, yawn, yawn. But what about the new breed of deadly, science-fiction villains? Let's look at how some modern movie monsters translate into the science-fiction, fantasy and horror worlds of your favorite RPG.

Just remember: In roleplaying games, everyone can hear you scream.



By Kenneth Hite



T-800

It can't be stopped. It can't be reasoned with. A terminator has only one purpose: to kill its target. In the movie "Terminator," it took the shape of Arnold Schwarzenegger, but they can be built in any shape: a beautiful woman, an innocent child, a trusted friend. It is a mechanical messenger of death, and if you manage to survive an encounter with one, don't relax. It will be back.

SCI-FI: What if a terminator isn't a cyborg programmed for assassination, but a special terraforming machine dropped onto new planets to clear debris and scan for habitable sites? Of course, that doesn't mean the player characters (PCs) won't be visiting one of those planets when something goes wrong. Or maybe you prefer the straightforward T-800 killing machine? Perhaps a terminator can download its memory into a computer, and upload it into any successive cyborg that plugs in. A terminator in contact with a homicidal AI could theoretically take on an entire 21st century city.

FANTASY: You say "cyborg," I say "golem." But not the nice kind, devoted to protecting the helpless, no matter what "Terminator 2" says. This is an unstoppable assassin, probably created by a mad or evil mage in an attempt to destroy a rival. In some legends, a creature becomes indestructible if its heart can be magically extracted and hidden. Regardless of how many hit points the fantasy terminator takes, it will always rebuild itself and return until the characters find and destroy its carefully concealed heart.

HORROR: Sometimes the Technocracy just has to take off the kid gloves. A terminator-style cyborg is the perfect way to avoid Paradox while sending something satisfyingly powerful after your enemies. A terminator out to kill a vampire will certainly have sunlight flares, flamethrowers or crossbows to shoot big stakes from. An M-60 firing silver slugs makes an excellent sidearm for the terminator loaded for were-beasts.

TERMINATOR STATS

STAR WARS	AD&D	VAMPIRE
TYPE: Badass Droid	HD: 18	PHYSICAL: Str 9, Dex 4, Stm 8
DEXTERITY: 2D, Blaster or Firearm 7D+1	AC: 3	MENTAL: Per 4, Int 3, Wits 3
PERCEPTION: 3D	THAC0: 3	WILLPOWER: 8
STRENGTH: 5D	# ATTACKS: 3	HEALTH LEVELS: OK(x5), -1(x5), -2(x3), -5 (x4)
TECHNICAL: 2D	DMG: 4-40 or by weapon type	ATTACKS: Punch/10 dice, Kick/10 dice;
MOVE: 15		ABILITIES: Alertness 4, Brawl 6, Drive 4, Firearms 7, Melee 4, Tracking 6
SIZE: 1.8 meters tall	MV: 15	MOVE: Walk/Run 9/35
SCALE: Creature	SZ: M (6'3")	HEIGHT: 6'3"

Special Abilities: Rangefinding. Telescopic vision. Infrared vision. Perfect voice mimicry.

Special Defenses: Internal alloy skeleton cannot be damaged by bullets, normal steel weapons or fire; only intense pressures, magic, explosives, armor-piercing rounds or molten metal or lava can destroy it. It may be susceptible to other chemicals at gamemaster (GM) discretion.

T-1000

The T-1000 is an advanced version of the terminator, constructed of a "living metal" that can reshape itself into anything of the same mass: any humanoid, a stretch of floor, a car door, etc. Its body itself is a weapon, molding to fit its owner's desires. The T-1000 completely regenerates damage done to it in one round up to 20 percent of its original life. Even if completely blown into shards, it will eventually flow back together. Only extraordinarily hot molten metal—or perhaps similarly powerful magic—can permanently destroy the T-1000. In its basic form, it is about a third stronger, faster, more powerful, etc. as the T-800 model.

Terminator images courtesy of the Everett Collection. Alien, Predator and Graboid/"Tremors" images courtesy of Foto Fantasies.
"Indigo" ™ © and © Paramount Pictures.

Xenomorph



These horrific insectile monstrosities have only one goal in life: to breed. As we are assured in the "Alien" series, the xenomorph life cycle goes something like this. "She'll breed. You'll die." Larval forms of the xenomorph hatch from eggs and seek out a warm-blooded mammalian host, attacking the face long enough to deposit an embryo into the unfortunate victim's digestive tract. The "facehugger" larva then dies, but within mere hours the embryo bursts free from its home in the digestive tract, killing its unwilling host. The "chest-burster" then finds a nice, dark corner to grow up in. Within a few days, the xenomorph is full-grown and ready to run amuck.

SCI-FI: As psychic beings, perhaps a planetful of xenomorphs achieves a mental gestalt, disrupting psionic powers all across a quadrant of space. What about a raid on a xenomorph city to rescue some enslaved mammalian hosts? Let the humans skulk around in the corners for a change.

FANTASY: The xenomorph is obviously the product of some sort of malign magic, a dark goddess of fertility gone horribly wrong. Xenomorphs take shapes as adults reminiscent of their hosts; what if the creatures incubated in centaurs? Gryphons? Mighty paladins and wizards might stumble on the eggs of the xenomorph planted by the forces of evil in a strategic border fortress, and have to defeat the aliens without destroying their kingdom's only defenses.

HORROR: Xenomorphs can certainly incubate inside werewolves, mages and changelings. Of course, a vampire might try to incubate alien embryos inside a ghoul, creating a race of xenomorphs blood bound to a vampire lord. Perhaps the aliens build up enough psychic force to break the vampire's hold and go wild in the city using vampiric disciplines. *Call of Cthulhu* keepers might decide that the aliens are another Servitor Race to some unutterable alien Great Old One far out on the rim of the galaxy—until some cultist with more eldritch power than good sense manages to open a gate to their planet.

XENOMORPH STATS

STAR WARS	AD&D	VAMPIRE
TYPE: Hive alien soldier	HD: 5	PHYSICAL: Str 4, Dex 5, Stm 5
DEXTERITY: 5D	AC: 4	MENTAL: Per 4, Int 2, Wits 3
PERCEPTION: 3D, Hide 3D+2	THAC0: 15	WILLPOWER: 8
STRENGTH: 4D+2	# ATTACKS: 1	HEALTH LEVELS: OK(x2), -1(x3), -3, -5
BITE: STR+1D	DMG: 2-20	ATTACKS: Bite/6 dice (aggr), Claw/3 dice; Abilities: Alertness 4, Brawl 4, Climbing 4, Intimidation 5, Stealth 4, Track 3
MOVE: 10/12	MV: 12	MOVE: Walk/Swim 7/4
SIZE: 2 meters	SZ: H (6'+)	HEIGHT: 6' 5"

Special Attacks: Aliens never retreat or surrender, and fight using coordinated tactics.

Special Defenses: Armored chitin. Highly acidic blood damages opponents' weapons, hands, etc. Immune to extremes of heat and cold, but not to fire or explosions.

Special Abilities: Eyeless, "see" psychically by detecting fear, pain and hatred up to 300'. Can climb virtually any surface and even walk across ceilings. Communicate psychically in the radio spectrum.

ALIEN QUEEN

Even more fearsome than the standard drone, or warrior xenomorph, is the queen. Ruler and director of the hive, she sends the drones out to capture hosts for her eggs that the race may thrive and expand. In game terms, she is roughly twice as strong, tough and fast as the average drone. She is more cunning, and her psychic powers may also be stronger—such as telepathy—if the GM wishes. The queen can also use her tail to stab as a spearing-type attack. If found in her hive, she will be very difficult to spot as she blends into the secretions with which she coats the walls.

Yautja



The Yautja are the greatest hunters in the universe. As we saw in the movie "Predator," their entire culture is centered on the ways of the hunter and they have an unquenchable thirst for fresh game. The Yautja also bring a lot of specialized equipment to kill their prey, especially their cloaking device, which refracts light and renders them invisible. They are killers with a code of honor: to put it one way, Lawful Evil. They ignore helpless or noncombatant targets, try to use only "appropriate" weaponry—no firearms unless their targets use them—and generally play by the rules of the game. Of course, these predators always play to win "the most dangerous game"; they are what hunts the hunter.

SCI-FI: The human Star Empire would like to make the Yautja their allies against some other race, but to gain the Yautja's respect, the characters must win a hunting contest and bag some even more fearsome alien—or die trying.

FANTASY: The Yautja's equipment is magical: cloak of invisibility, enchanted spear and daggers, bracers of fireball throwing, helm of accurate targeting, etc. Perhaps the predator is only one supremely gifted, and quite insane, hunter gathering trophies from the most powerful mages in the land. Now there's a bounty on his head, and since one of our heroes is a powerful mage... Or the Yautja could be a humanoid race on an island far across the seas which has finally discovered oceangoing ships. Suddenly, these hunters are turning up all over, killing all the dragons and spoiling everything for everyone else.

HORROR: If the Yautja land in the World of Darkness, they'll certainly want to go after the really big game: vampires and werewolves. In other horror games, the predator might be a spirit of the hunt conjured up by tribal elders or a secret society with a grudge. Perhaps the Old Man of the Mountains, the legendary founder of the Assassins, left behind a small cult called the Yautja which has just decided that it needs no more training.

YAUTJA WEAPON

The predator also has a number of other weapons, especially a shoulder-mounted blaster cannon aimed and fired using the hunting mask and a laser targeting system. It automatically reloads itself when the clip empties.

STAR WARS	AD&D	VAMPIRE
DAMAGE: 6D	DMG: 4d10+2	DIFFICULTY: 8 (5 with mask)
SHORT: 3-50 yds	RANGE: 50/120/300	DAMAGE: 8 dice (aggr)
MEDIUM: 51-120 yds	ROF: 3	RANGE: LOS
LONG: 121-300 yds	#: 10	RATE: 3
WGT: 12 lbs		
CLIP: 10		
SPEED FACTOR: 2		

YAUTJA STATS

STAR WARS	AD&D	VAMPIRE
ATTRIBUTE DICE: 13D	HD: 6+3	PHYSICAL: Str 4, Dex 4, Stm 6
DEXTERITY: 3D/5D	AC: 5	MENTAL: Per 4, Int 3, Wits 4
KNOWLEDGE: 2D/5D, Search 8D+2	THAC0: 13	WILLPOWER: 8
PERCEPTION: 2D/4D	# ATTACKS: 2	HEALTH LEVELS: OK(x3), -1(x3), -2(x2)
STRENGTH: 3D/5D, TECHNICAL: 2D/4D	DMG: by weapon	ATTACKS: Gauntlet/6 dice, Spear/8 dice, Hurled Disk/5 dice; Abilities: Alertness 4, Brawl 6, Dodge 3, Firearms4, Melee 6, Stealth 4, Track 6
MOVE: 10/12	MV: 12	MOVE: 7
SIZE: 1.5-2.2 meters	SZ: L (7' tall)	HEIGHT: 7'

Special Attacks: Gauntlets contain powerful blades. Telescoping spear has a head at either end; accelerates in flight if thrown. Razor-sharp throwing disk returns to thrower after striking. Sometimes uses a barbed alloy net to restrain prey.

Special Defenses: Tough, resilient hide. Resistant to higher temperatures.

Special Abilities: Sees by thermal vision, although its hunting mask allows it to see in any part of the electromagnetic spectrum. Personal cloaking device refracts light, rendering the predator practically invisible.

Graboids

MUTANT GRABOIDS

In "Tremors 2: Aftershocks," a smaller, livelier graboid legs was apparently given birth to by the large worms; this bi-pedal mini-graboid attacked human beings, automobile engines, etc.—attracted by the heat they emitted. Other variants of the graboid might be attracted to smell, various chemical signatures (like dead bodies or PCBs), magic (magic items, Quintessence or the Force itself), magnetic or electrical fields (such as power lines) or even "cognition" (people, computers and droids).



Below the desert sands of Perfection Valley, Nev., lives a colony of giant burrowing worms with a taste for human flesh and an uncanny ability to sense vibrations. Until the events captured in the classic B-horror movie "Tremors," nobody knew about them. Now, they've spread throughout the North and South America, following the sound of drill bits to isolated oilfields and devouring anyone unfortunate enough to cause vibrations they sense while hunting. Christened "graboids" by their first human foes, these giant worms knock down houses, grabbing unlucky folk out of the rubble with their tentacles and stuffing them down their gullet. They can drag cars and whole cattle underground, resist small arms fire and play havoc with any network of roads. Only the tops of buildings offer some small measure of safety... and even that can be toppled by their massive power.

SCI-FI: Whole areas of the country might be made uninhabitable by the graboids in a post-holocaust sci-fi game and they could roam across the ruins of Las Vegas like sandworms out of *Dune*. A futuristic mining company, hunting down ore-rich asteroids, might use the graboids as "giant digging machines" to carve up these chunks of rock. Unfortunately, the PCs might be left to die on one of these rocks by their nemesis. Graboids make perfectly good alien monsters for any spacefaring campaign, especially on a colony world where all travel is by slow-crawling halftracks.

FANTASY: The folks in a fantasy campaign who really hate the graboids are the dwarves, of course. Tunnel complex after tunnel complex falls to the graboid infestation, and the Mountain King is pissed. Are the mind flayers or some other subterranean superpower sending the graboids after the dwarf lords in their halls of stone? Why stop there? The fortress city of Sansgrath is the protective bastion of the land, the strongest city-state for thousands of miles, its walls impregnable from attack—until their diabolic neighbors unleash the graboids on them.

HORROR: Graboids seem like a cross between the Cthonians from *Call of Cthulhu* and the Mojave rattlers from *Deadlands*. In either game, they can accompany their spiritual cousins on their campaigns of malevolence. A graboid origin in the nuclear tests of the 1950s makes them pretty convincing creatures of the Wyrm, suitable for any ambitious werewolves to battle.

GRABOID STATS

STAR WARS	AD&D	VAMPIRE
TYPE: Burrowing worms	HD: 15	PHYSICAL: Str 8, Dex 3, Stm 6
DEXTERITY: 2D	AC: 2	MENTAL: Per 2, Int 1, Wits 3
PERCEPTION: 1D, Vibration Sense 3D+1	THACO: 5	WILLPOWER: 5
STRENGTH: 5D, Tentacle Grab/Bite: STR+2D	# ATTACKS: 2	HEALTH LEVELS: OK(x3), -1(x5), -3, -5
MOVE: 11	DMG: 2-24/2-20	ATTACKS: Bite/8 dice, Tentacle Grab/5 dice
SIZE: 7-30 meters long	MV: 12, Br 20	ABILITIES: Alertness 3, Brawl 4, Stealth 3, Undermine 6
SCALE: Creature	SZ: H/G (20-90')	MOVE: Crawl/Burrow 10/15

Special Attacks: Burrow beneath buildings to destroy them.
Special Defenses: Armored carapace; interior of mouth is only main weak point.
Special Abilities: Graboids can sense vibrations through the earth.

Kothoga



The kothoga, which nearly decapitated every member of the cream of Chicago society in "The Relic," is a chimera of frog, lizard, insect and human DNA, created when an animal—or human—ingests a fungus found in the Brazilian jungle which consists of super-concentrated human hormones. A kothoga is a thing out of a nightmare, joined of every kind of poisonous creature and given human cunning and preternatural ferocity. Its only weakness: It needs human hypothalamus glands to survive. Intended to protect the tribe against invaders, when it's killed every available human—such as enemies of the tribe—it dies. Isn't that comforting?

SCI-FI: Explorers stumble upon these beasts in the midst of colonizing a new world. When the delicate ecosystem is unbalanced by the colonists' new technology, kothoga food sources dry up, and their bellies lead them to the humans. Aliens could also deliberately release kothoga on Earth to clear off some real estate for their own colonization.

FANTASY: Using the kothoga as just another monster in the big dungeon on the edge of town is a waste of potential. Perhaps he's a magical defense created by the elves against humans cutting down their sacred groves. A fantasy kothoga might have magical defenses or attacks—if the recipe calls for elf, dragon and rust monster blood mixed with the fungus, for instance. A kothoga with infravision, lightning breath and the ability to dissolve armor would keep the humans at a distance for a while.

HORROR: Surely the names "Kothoga" and "Cthugha" (the fiery Great Old One in *Call of Cthulhu*) are not just coincidence. Cthugha has long needed a servitor besides the fire vampires; perhaps this is the first in a series. In any horror game, the kothoga makes a perfect "natives' revenge" against anyone who crosses them, such as the PCs or their friends—or just someone in the same building. In the World of Darkness, the kothoga might be a creature of the Wyrm, created by Pentex genetic engineers, but wouldn't it make that *Werewolf* game more interesting if the kothogas are Gaia's new protector? Finally, something more brutal than the lupines.

Kenneth Hite will fight any man who thinks "Tremors" isn't the greatest movie mentioned in this article. Unless he's really big or something; then he'll just feed him to the graboids.

BRAIN FOOD FOR KOTHOGA

The kothoga has a desperate need for human hypothalamus glands, located in the brain; it must devour a human brain every three hours or lose 10 percent of its life. Devouring human brains restores the lost life. At the GM's discretion, other humanoids—like elves or dwarves—may have a hypothalamus that poison, supercharge or have no effect on kothoga. If the GM is feeling horribly sadistic, kothoga may be able to diablerize a vampire by feeding on his brain.

KOTHOGA STATS

STAR WARS	AD&D	VAMPIRE
TYPE: Mutant predator	HD: 9+1	PHYSICAL: Str 7, Dex 4, Stm 4
DEXTERITY: 2D+1, Climb/Jump 4D	AC: 5	MENTAL: Per 3, Int 2, Wits 3
PERCEPTION: 2D	THACO: 10	WILLPOWER: 8
STRENGTH: 4D+2	# ATTACKS: 2	HEALTH LEVELS: OK(x3), -1(x4), -3(x2), -5
CLAWS: STR+2D	DMG: 2-16/2-16	ATTACKS: Claw/7 dice, Tail Swipe/5 dice, Bite/7 dice
MOVE: 15	MV: 15	ABILITIES: Alertness 3, Athletics 4, Brawl 3, Dodge 3, Stealth 3, Track 4
SIZE: 6.5 meters long	SZ: H (20' long)	MOVE: Walk/Run 10/35
SCALE: Creature		

Special Attacks: Powerful mandibles can tear flesh easily; barbs make escape difficult once a victim is grabbed.
Special Defenses: Regenerates damage by consuming human hypothalamus glands or a special fungus extract consisting of human hormones. Thick, leathery hide armor.
Special Abilities: Leap up to 50' straight up or backward, or 70' forward. Can climb any irregular surface.

KILLER DECKS

Purple Power

BY JEFF HANNES

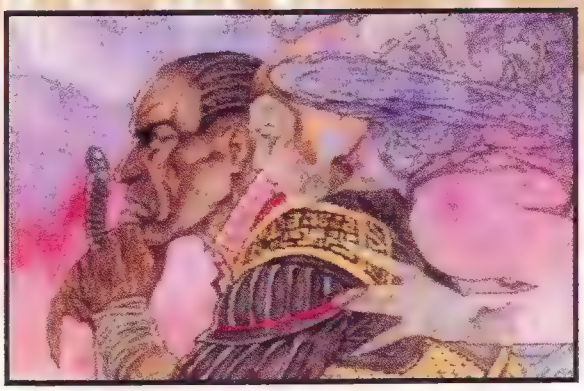
A killer deck that uses purple cards? Er, no. Purple cards are found only in *InQuest*. This Standard (Type II) deck focuses on speedy blue cards which, although rare, *do* exist. Combine fast, effective cards like Spindrift Drake and Unstable Mutation with the quick firepower of red and you've got the closest thing you'll get to purple.

The speed of this deck starts with the creatures; the cornerstone card is the aforementioned Spindrift Drake. For only one blue mana you get a 2/1 flying creature. Sure, you've gotta pay a blue mana during your upkeep to keep it around, but it's well worth it. To improve your odds of getting a first-turn creature, there are also four Mogg Fanatics. Unless your opponent wastes a counterspell on these self-sacrificing dudes, they're guaranteed to hit your opponent for at least a point of damage each.

Once you've got one of these puppies out, they're both prime targets for Unstable Mutation. If your opponent doesn't have suitable blockers, don't hesitate to get the damage rolling. The Mutations aren't in the deck so you can display your tactical genius.

Six more useful creatures round out the roster—two each of Mogg Maniac, Man-o'-War and Ophidian. Like the Fanatics, the Maniacs will usually get their licks in, even if it's a suicide attack where your opponent will take damage even if he blocks. Players relying on the likes of Earthquakes and Incinerates to off your creatures will get some of it served back in their face.

The Man-o'-Wars and Ophidians are all about that catch phrase of the '90s—"card advantage." The Man-o'-Wars clear the way for your Unstable creatures, as well as forcing your opponent to waste a turn by recasting his creature. If you've got a counterspell, said creature may not see the light of day again. Given the option between doing a point of damage and drawing a card with an unblocked Ophidian, you should almost always choose the card—unless, of course, your opponent is at one life...

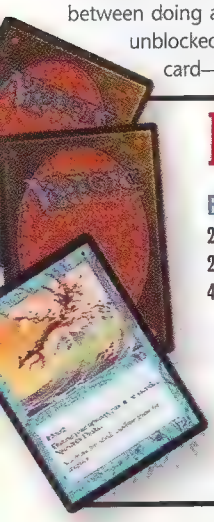


"Aw c'mon. Kill me, an' then you can turn to evil!"

Speaking of card advantage, being able to maximize the use of your cards in play kind of counts as an advantage, which is the main reason why the Goblin Bombardment is in the deck. More than likely, your opponent will be able to off several of your creatures. If you can happen to nail him for a few points of damage before the creatures go down—or even kill one or two of his creatures, so much the better.

However, the Bombardment becomes especially potent when used in conjunction with Reins of Power. After stealing your opponent's creatures and attacking or using their special abilities, you can chuck them at your opponent with the Bombardment, causing more damage and leaving him with no creatures. If it's tactically sound, you also might want to consider sacrificing all of *your* creatures before you make the switch, ensuring that your opponent has no defenders.

If this option comes into play, there are two critical considerations you must make: First, if your opponent is playing with any blue, give your opponent his opportunity to counter the Reins *before* sacrificing your creatures. Second, consider the amount of



KILL, KILL, KILL

BLUE CREATURES
2 Man-o'-War
2 Ophidian
4 Spindrift Drake

BLUE SPELLS
1 Ancestral Knowledge
4 Counterspell
2 Hesitation
2 Impulse
2 Mana Leak
2 Reins of Power
4 Unstable Mutation
2 Whispers of the Muse

RED CREATURES
4 Mogg Fanatic
2 Mogg Maniac

RED SPELLS
1 Goblin Bombardment
4 Incinerate

LANDS
4 City of Brass
12 Island
7 Mountain

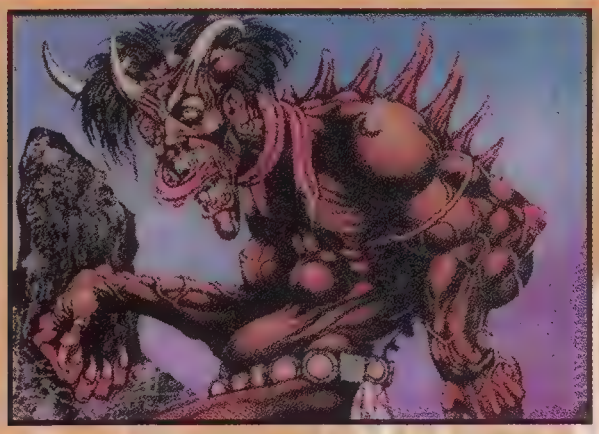
SIDEBOARD

2 Disenchant
2 Disintegrate
2 Mana Leak
2 Pyroblast
1 Reins of Power
2 Shock
4 Wasteland

SUBSTITUTIONS

Ancestral Knowledge → Mana Severance
City of Brass → Gemstone Mine
Reins of Power → Ray of Command

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"By 2023 Michael Jackson had one too many plastic surgery procedures and his moon walk was never the same."

cards you and your opponent have in hand; if your opponent has several cards and you don't, trashing your creatures in play could cost you the game in the long run.

The key to winning with this deck is quickly taking the advantage and then keeping it. Once you have the edge, Hesitation is the card that will help you keep it. As long as you have a better spread of creatures in play than your opponent, playing Hesitation is to your benefit. If nobody has any creatures in play, you'll probably want to put one into play anyway...this deck kicks if you can get several land out. Just make sure your opponent isn't playing with a larger deck than you, or *you'll* be forced to waste a spell (or deck yourself).

Basically, if the board is even or if you have the edge, play Hesitation. No subtle strategies here—your goal is to make your opponent waste a spell or die at the hands of the creatures you have in play. However, be careful if you have an Unstable Mutation in play—eventually, it (and the creature it's on) will go away.

Traditional blue mages like to have some regular countering ability at their disposal. No problem. With four Counterspells and two Mana Leaks, you should be able to handle most major threats. Especially watch out for mass-destruction spells like Armageddon and Wrath of God—they can be the bane of this deck. Traditional red mages like to have firepower—so you've got four Incinerates at your disposal. These can also be used in conjunction with the Mogg Fanatics or Goblin Bombardment to kill larger creatures.

Of course, all this is for naught if you don't draw the cards you need. Whispers of the Muse and Impulse let you filter through your deck, and the Whispers gives you a card-drawing engine if the duel lasts for a while. Ancestral Knowledge has many uses, but perhaps the most important is the ability to sift excess land out of your deck. Unless your opponent is playing land destruction, take advantage of this opportunity to thin your deck.

The sideboard is straightforward. Two extra Mana Leaks give you extra protection against mass-destruction spells and two Pyroblasts help you go head-to-head with blue mages. Against creature-heavy decks stock an extra Reins of Power and more creature-elimination, insert the Disenchants if you're facing a gimmick deck and pile in the Wastelands if your opponent is playing a four- or five-color deck.

There are multiple ways to play this deck, and there will come some times when you have to make strategic decisions, but it's really all about piling on the damage as soon as possible. Because, hey, if you say you're playing purple, you want to be sure you can kick your opponent's butt.

Following in the footsteps of Donny Osmond and Prince, Jeff wears purple socks to work every day.

THEME DECKS

the real killer deck

INSTANT SUCCESS

First there was instant coffee, then there was instant oatmeal. Nowadays you can even get instant turkey breast. Well, to get into the spirit of today's fast-food society, we've put together a *Magic* deck that's sure to be an instant hit. The only spells are instants and creatures that can be played as instants. We would have eliminated land as well, but relying on four Elvish Spirit Guides for all your mana wouldn't have worked out too well.

With so many instants, you've got a little bit of everything, and the beauty is that you can cast all of your spells whenever you want. Need offense? King Cheetahs and Benalish Knights can deliver consistent punch. Or try taking your opponent's creatures with Reins of Power, Ray of Command or Jabari's Influence.

There's also plenty of defense, including Honorable Passage, Invulnerability and Reverse Damage. And since all the spells in this deck can be cast at any time, the deck is laden with combos. Care to Fling a Tidal Wave?

So give this deck a try, 'cause we guarantee—you're gonna love it in an instant.

■ Instant Jeff Hannes (just add water)

BLUE
1 Capsize
1 Impulse
1 Mystical Tutor
2 Reins of Power
2 Ray of Command
2 Tidal Wave
1 Whispers of the Muse

WHITE
4 Benalish Knight
2 Disenchant
1 Eye for an Eye
1 Honorable Passage
1 Invulnerability
1 Jabari's Influence
1 Reverse Damage

GREEN
1 Constant Mists
4 King Cheetah

RED
1 Blood Lust
2 Cinder Cloud
1 Fling
4 Incinerate
2 Lightning Blast

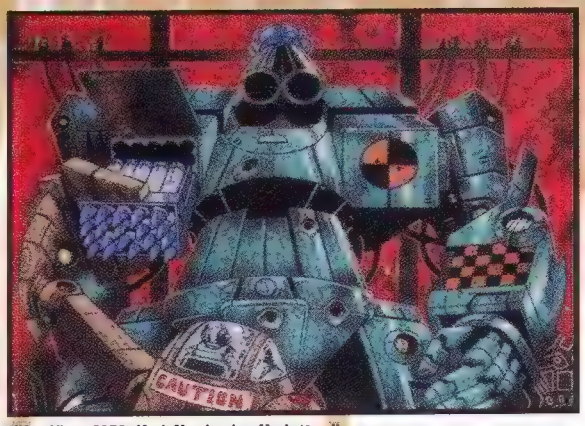
LAND
1 Adarkar Wastes
2 Brushland
3 Gemstone Mine
5 Island
2 Karplusan Forest
5 Mountain
5 Plains
1 Reflecting Pool



KD2 BATTLETECH

KILLER DECKS II

BY STEVE ZAMBORSKY



"Fat Albert 3058: Mush Mouth takes Manhattan."

Arsenal, the latest expansion for the *BattleTech TCG*, has lots of cool new types of cards that you pilots are just itchin' to try out. You've got your new Clan Battle Armors, Legacies from the Inner Sphere flying everywhere, even some Trials to settle when two clans tangle. Me, I like machinery—big, heavy, rumbling machinery that reminds me of ridin' on the tractor on my uncle's farm in Iowa...but I'll save that for another article.

For now, let's talk about vehicles. *Arsenal* has got 'em, and they're generally more pumped-up attack-wise than their mech counterparts—if you're willing to take the gamble. You see, if a vehicle is ever damaged, you must roll a die; on a roll of six, the vehicle is scrapped. You're probably thinking, "Why would I take my chances on some lame vehicles that have an almost 17 percent chance of being scrapped if a piece of shrapnel blows their way?" Well, press on, elite mechwarrior. You'll get your answer soon enough.

See, most vehicles have better stats than mechs of an equivalent cost. This deck exploits vehicles to the max, giving your opponent some pretty nasty fits along the way. Also, vehicles aren't affected by any cards that say "target mech" on them. No Communications Failure, no Heavy Fog, no Dropship Intercept, and hey—Misrouted Command this! You can't be touched by any cards that say, "Choose an opposing mech, yada yada yada..." Most of the cards currently in the game target only mechs, including ones beneficial to your robotic army. Notice I say, "mostly." This Inner Sphere deck is designed to exploit all the bonuses you can get from vehicles and it gives you a couple of nasty combos to ponder.

Let's take a look at the vehicles in the deck first. Both Cyrano and Cavalry are low cost, fast vehicles that have the VTOL trait. This makes their attacks virtually unblockable; patrolling mechs and vehicles without VTOL can't block 'em. Now, you know that if a mech or vehicle is guarding your opponent's stockpile, he'd be able to block, right? This *forces* your opponent to guard his stockpile, giving him one less mech with which he can attack you. But wait, it gets better!

There's a new nasty little command card called Suicide Troops; there are six in this deck, if you haven't looked yet. This enhancement only attaches to a vehicle; if that vehicle attacks unblocked, put a "guerrilla counter" on the site you attacked. During your opponent's repair/reload phase, for each "guerrilla counter" on each site, Suicide Troops deals two damage to that site. Your opponent can lose the counters by tapping mechs and vehicles equal to the number of counters he wants to get rid of and scrapping twice as many cards. It's a win-win situation for you! Your opponent will either have to scrap cards each turn or let down his defenses and scrap a bunch at once.

The other major attacking vehicles are the Ontos LRM Variants and Pumas. While not really heavy-hitters in the offense department, they've got decent armor and structure values—and three missiles each! The Ontos gives you a three-missile vehicle for a base cost of two. That's why the NAIS are in the deck, by the way—not to smash up your own vehicles whenever you feel like it. For even more firepower, enhance one of the rocket



GENTLEMEN, START YOUR ENGINES!

VEHICLES
6 Cavalry
4 Cyrano
3 Demolisher
3 Magi
4 Ontos LRM Variant
4 Puma

COMMAND CARDS
2 Assembly
3 Ferro-Fibrous Upgrade
6 Hot-Loaded LRM
6 Logistics
2 NAIS
6 Suicide Troops
5 Tactics
4 Think Tank
2 Vehicle Repair Barn

SIDEBOARD
5 Misrouted Commands
3 Underworld Connections

SUBSTITUTIONS

Cyrano	Bulldog
Ontos LRM Variant	Bulldog LRM Variant
Puma	Ontos-3058
Magi	Demon

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"Stand fast men! They're after our fruit pies!"

launchers with Hot-Loaded LRMS. This enhancement gives a mech or vehicle with the missile option +X attack, with "X" being the number of missiles it can fire. The downside is that it can be more easily scrapped; however, in this deck, scrap metal is what you're after. Go through vehicles like you would aluminum cans. Vehicles aren't meant to stay around; they're meant to run over everything in their paths.

Rounding out your assortment of vehicles are two types that will add to your defenses—the Magi and the Demolishers. The Magi don't really pack a punch with their 1 attack; but for a base cost of 1, they've still got 2 armor and 7 structure to keep your stockpile well-guarded. The Demolishers hit a little harder. For a base 3, they've got a 2 attack, 3 armor and 5 structure, and they can Alpha Strike for +4 attack. With Demolishers and Magi guarding your stockpile, your opponent doesn't stand a chance of getting through your defenses early in the game.

A couple of other cards from *Arsenal* round out the assault. Ferro-Fibrous Upgrade is an enhancement that basically makes all your vehicles more difficult to kill; if the enhanced vehicle receives damage, you can prevent up to three damage to that vehicle and scrap the Ferro-Fibrous Upgrade instead. It's great for protecting your little VTOL vehicles like Cyrano and Cavalry.

Also, don't overlook a handy resource card called Vehicle Repair Barn. Yes, not only can you tap it for resources, but you can also tap it to repair one point of structure damage to *each* of your Vehicles. If you've got both of your Barns out, your opponent better pray for methods besides mere damage to deal with your mean machines.

Included in the sideboard is a special combo for your hapless opponent that I like to call, "Going Nowhere Fast." If your opponent is only playing with mechs and no vehicles, sub in all eight of these cards. Misrouted Command is a staple in lots of solid *BattleTech* decks. With Underworld Connections, your opponent will never be able to use his mechs again—unless you let him. Simply Misroute the mech that's giving you the most trouble and use Underworld Connections to keep that mech replete with diversion counters ad infinitum. Don't forget to use a Think Tank for Politics when you get one, though.

So listen up, rookie. You've got what you need now to run over your opponents full steam. Grab your keys, fire up those engines and start driving!

Steve Zamborsky can't wait for the new BattleTech *expansion* Oblong Objects *so he can pilot his 1975 Beetle BTL-1 to victory.*

UP YOUR SLEEVE

TORMANO LIAO

Arsenal **brings us one of the most potent combo cards in the game—Tormano Liao. This personality can tap or untap a command card during your mission phase. Big deal? You bet it is. There are so many command cards that tap when they work for you in the game, it's not even funny. It especially won't be funny to your opponent when you bring ol' Tormano into play.**

The uses of being able to untap a command card are many. You've got a mercenary out, but he'll only work for you once a turn? Tormano will convince him to work for you again next mission. Or maybe Tormano feels like putting a major hurt on one of your opponent's cards which is currently under construction. Tap your Nekekami Sabotage for the five damage, use Tormano to untap and repeat. With Adam Steiner, you can untap two of your mechs each turn, or get Tormano to help with the Airdropped Supplies.

Here's one of my favorites: You've got a Time Bomb ticking away for your opponent. You can use Underworld Connections to add another counter to the Bomb, then use your Connections again thanks to Tormano. It looks like time is running out for your opponent! Or just go for simply getting the most out of mission-helping cards like Doc Trevena or Jump Troops; with Tormano you use them for more than one mission.

Of course, it's enough that Tormano can do all these things, but that's just one aspect of his ability. He can also tap any command card in play. Even though he can only do this during your missions phase, it's still a handy ability. Your opponent can say "bye-bye" to the mercenary he just bought to protect himself; Tormano paid him off.

There are dozens of possibilities, and with each new expansion—and more command cards that can be tapped during the missions phase—Tormano is sure to become even better. ■ Steve Zamborsky



Tormano Liao is the ultimate utility combo card.

FILLING THE SHOES OF THE WORLD'S WORST MAGIC PLAYER

DEAD MAN'S



BY LEN

HAND

THIS MONTH:
TAPPED OUT



Photo: Paul Schiraldi

BLADO

YOU CAN'T WIN.

Despite your best efforts, Eugene T. Dudley, the worst *Magic* player in the world, is struggling at the end of a grueling match. His opponent, Steve "Slowpoke" Sluman, has been playing a Stasis deck to perfection—enough so that despite Eugene's best efforts, he finds himself completely tapped out, facing a Stasis and a Kismet. Even worse, our hero's library and graveyard are completely empty, so he is looking at yet another discouraging defeat despite still being at full life.

For a conventional player, this would be a worry. Of course, Eugene realizes that all he really has to do is untap all of his permanents and the game is his—at a paltry 6 life, Steve would quickly die before his onslaught. A bit puzzled, Eugene has asked you to help him. The goal? **Have all of Eugene's permanents untapped at the same time at some point during his turn.**

KEEP IN MIND THE FOLLOWING:

- It's the beginning of your turn.
- Steve is only at 6 life, so you might just pull this one out for Eugene.
- Eugene is at 20 life and a bit cocky about it.
- You have no cards in either your library or graveyard.
- All lands, creatures, and artifacts in play—including Steve's—are tapped.
- All you have to do is make sure all of your permanents are untapped at the same time at any point in the turn.

LAND

Snow-covered Forest x2
Snow-covered Island
Snow-covered Swamp x2
Volrath's Stronghold

CARDS IN PLAY

Balduvian Conjurer
City of Solitude
Crypt Rats
Elder Druid
Forbidden Crypt
Initiates of the Ebon Hand
Intruder Alarm
Oath of Lim-Dûl
Orcish Lumberjack
Quirion Ranger
Thelonite Monk
Wall of Roots

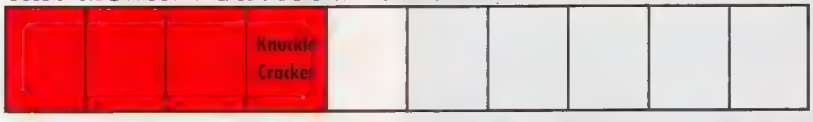
CARDS IN HAND

Boomerang
Circling Vultures
Elvish Spirit Guide
Psychic Purge
Snow-covered Island
Spinning Darkness
Twiddle

THE CONTEST

Mail in your step-by-step solution to:
DEAD MAN'S HAND:
TAPPED OUT
C/O INQUEST
PO BOX 118 CONGERS NY 10920-0118
The winner, randomly chosen from all correct entries, will snag a box of *Stronghold*. All entries must be postmarked no later than **June 26, 1998.**

THIS MONTH'S DIFFICULTY RATING:



LAST MONTH'S "TOKEN MANIA" SOLUTION:

1. Untap the Bottomless Vault.
2. Tap the Tradewind Rider and two token creatures to return the Takklemaggot to Turkey's hand. (You have 21 creatures in play.)
3. Tap the Bottomless Vault for five black mana and the two Urza's Towers for six colorless mana. Cast Carrion and sacrifice the Sliver Queen. (27 creatures.)
4. Activate the Bösium Strip.
5. Cast Carrion from your graveyard and sacrifice the Phelddagrif. (30 creatures.)
6. Pay the Tombstone Stairwell's upkeep. (32 creatures.)
7. Draw the Mountain and put it into play.
8. Tap all but one of your lands (the Forest or Outpost) for 14 mana. (Sacrifice the Dwarven Hold for two red mana.)
9. Cast Sarcomancy to create a 2/2 Zombie. (33 creatures.)
10. Cast Lab Rats to create a Rat token. (34 creatures.)
11. Using the still-active Bösium Strip, cast Lab Rats to create another Rat. (35 creatures.)
12. Activate the Spike Breeder to create a 1/1 green token. (36 creatures.)
13. Sacrifice the Prism token for red mana. (35 creatures.)
14. Cast Mogg Infestation on yourself. (70 creatures, all tokens.)
15. Use the still-active Bösium strip to cast Mogg Infestation again, giving a whopping total of 140 token creatures.

BY COLLIN JACKSON

STUMPERS

FREQUENTLY ASKED QUESTIONS ON MAGIC: THE GATHERING

Q: If a Volrath's Laboratory puts a second Legend token into play, will the newly-created token go to the graveyard?

—Joseph Maddison, Minneapolis, Minn.

A: Yes. The name of the tokens created by a Volrath's Laboratory is the same as their type, so they are subject to legendary burial.

Q: I have a Vodalian Illusionist in play and I use Shallow Grave to bring a Scaled Wurm into play. Can I attack, and then phase the Wurm out so it won't be removed from the game?

—Kevin Lambert, Phoenix, Ariz.

A: Yes, since the Wurm won't be in play when the Shallow Grave tries to remove from the game at the end of the turn. The Shallow Grave won't affect the creature after the first turn, so the Wurm is permanently in play.

Q: Can I sacrifice an Island to my Abjure?

—Keith A Morris, Linden, N.C.

A: No. Even though they produce colored mana, lands themselves are colorless.

Q: I play a Krakilin, setting X equal to eight, while a Humility is in play. Is it a 1/1 or a 9/9?

—Andey Culpepper, Dundee, N.Y.

A: When you're calculating the power and toughness of a creature, you must apply counters before other effects. The net result is that the Krakilin becomes a 1/1.

Q: If I use a Sorceress Queen on a creature with some +1/+1 counters on it , will the counters be added on to the Sorceress Queen's 0/2 effect?

—Craig Churchill, Mount Pearl, Canada

A: No. Since the counters are applied before the normal effect, the creature will be 0/2.

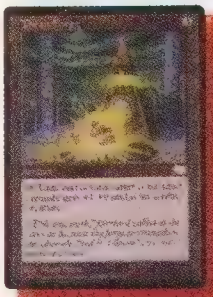
Q: If I cast Mana Chains on my opponent's creature and he does not pay the upkeep, can I respond by casting Enchantment Alteration to switch the Mana Chains to another one of his creatures?

—Chris Stewart, Tawas City, Mich.

A: Yes. The original creature will be sacrificed, and the new creature's controller will have to deal with a cumulative upkeep of one this upkeep.

Q: When Thran Forge makes my creatures into artifact creatures, do they lose their colors?

—Thomas K. Schrader, Oswego, N.Y.



HUH?

Does Thran Forge create colorless creatures?

A: They retain their colors, since Thran Forge does not change creatures to colorless.

Q: Can I sacrifice a Badlands to my Rathi Dragon? How about a Sulfurous Springs?

—Trevor Graham Schechter, New York, N.Y.

A: Badlands, which says that it counts as a mountain, can be sacrificed to the Rathi Dragon. Sulfurous Springs, however, does not count as a mountain, and therefore cannot be used to pay the coming-into-play cost of the Dragon.

Q: Golgothian Sylex destroys all cards from the *Antiquities* expansion. Will this destroy an Ivory Tower reprinted in Revised?

—Adam Parker, Minneapolis, Minn.

A: No. Cards like Golgothian Sylex only destroy cards with the appropriate expansion symbol on them. This does include *Chronicles* cards, however, since they too have expansion symbols from their original sets.

Q: If a Krakilin is brought into play using an Animate Dead, what is its toughness?

—Michael D. Hicks, Nederland, Texas

A: Its toughness will be zero. Since it's not

STUMPER OF THE MONTH

Q: My opponent has Dream Halls in play. If I discard a Guerrilla Tactics to play a Shivan Dragon, do I get to deal four damage to a target?

—Benton Sartore, Grand Rapids, Mich.

A: *No. The Dream Halls simply provides an alternative way to pay the casting cost of the Shivan. The Tactics won't see the discard as caused by an ability controlled by your opponent, and thus will not trigger.*

This month's winner walks off with four different foreign edition Magic packs!

being cast, the X is considered to be zero, and it won't come into play with any +1/+1 counters.



HUH?

What's the toughness of a Krakilin that's been animated?

Q: When the last counter is removed from a spell that's been delayed by Ertai's Meddling, can I attempt to counter it again?

—Michael Beardeu, Paragould, Ariz.

A: No. The spell will resolve as soon as the last counter is removed.

Q: If my creature is blocked by my opponent's creature, and I cast Ray of Command on my opponent's creature, will they still deal damage to each other?

—Westley Bennett, Norfolk, Va.

A. No. If a creature changes controllers, it's removed from combat. Your attacking creature is still considered blocked and won't deal damage to your opponent unless it has trample.

Q: All of the cards in my graveyard are green, as are all the cards in my library, including a Gaea's Blessing. If my opponent uses a Grindstone on me, what happens?

—Jerred Chate, Keller, Texas

A: The Grindstone's ability must finish resolving before the Gaea's Blessing can take effect. Your entire library will be put into your graveyard, and then the Gaea's Blessing will shuffle your graveyard back into your library.

Q: I'm attacking with an Elven Warhounds, and my opponent blocks with a Dream Fighter. Will the Fighter be put on top of the library or will it phase out first?

—Nick Steidl, Dallas, Pa.

A: The player who is taking his turn plays his triggered ability first, putting the Dream Fighter on top of the library. Then, the other player's triggered ability is played, phasing out the Elven Warhounds.

Q: Can I use Deflection to make Final Fortune affect my opponent?

—Ryan Rodriguez, Plantation, Fla.

A: No. Final Fortune is not a targeted spell, and Deflection can only be used on spells with a single target. Only spells which actually say "target" are considered targeted spells. The exception is local enchantments, whose targeting requirement is described by their card type.

Q: If Eladamri, Lord of the Leaves is in play, can my opponent cast Extinction naming "elves?"

—Mike Newton, Palatine, Ill.

A: Yes. The Extinction is not a targeted spell, so Eladamri can't prevent it from working.

Q: What happens if I cast Dark Ritual while a Hesitation is in play?

—Stephen Hobson and Nick Richardson, Worthing, England

A: Mana sources are announced and resolved in a single event, so the Dark Ritual will successfully resolve. Then, the Hesitation tries to counter the Dark Ritual and fails because the spell is no longer being cast. The Hesitation will still go to the graveyard, however.



HUH?

Can you hesitate a mana source?

Q: If a Gravebane Zombie is killed by a Krovikan Vampire, where does the Zombie go?

—Ken Zavodney, Murfreesboro, Tenn.

A. The Gravebane Zombie goes to the top of its owner's library, and since it is no longer in the graveyard, the Krovikan Vampire cannot put it into play at the end of the turn.

Q: If my opponent has a Rathi Dragon in play and I copy it with my Echo Chamber, what happens?

—Tom Alfonse, Dartmouth, Mass.

A. Your token counts as coming into play, so you must sacrifice two mountains or bury the token.

Collin Jackson has always wanted to stomp through a toy city just like Godzilla.

Have a gaming question that's driving you up the wall? Just drop us a line and we'll calm your nerves. E-mail us at **IQStumpers@aol.com** or write to

STUMPERS c/o INQUEST
151 WELLS AVE.
CONGERS, NY 10920

Include your full name, mailing address and phone number.

stumpers SPOTLIGHT



Q: How many times can I do an action?

A: *Once per turn. That means that you've got to be careful when you use an action like the Blackjack's Outfit action or Tao Chong's bullet bonus action. Pick your time carefully.*

Q: What is an action, anyway?

A: *Actions are things listed on cards that begin with "Noon," "Reaction" or "Shootout." Everything else is an ability or an effect and isn't covered by the "once per turn" rule.*

Q: Other actions besides Clean Up the Town create a shootout but don't specify the location; Dead Man's Hand comes to mind. Do these take place in Town Square or somewhere else?

A: *They take place at the location of the target.*

Q: What's up with the card A Coach Comes to Town? It's confusing as all get out.

A: *When forming posses, assume that the location of the event is the Town Square.*

Q: If you have the most influence and get to draw an additional card, how does that count towards your limit?

A: *You have a maximum hand size of whatever plus one. You discard cards before you draw the "bonus" card.*

Q: If the Blackjacks boot one of their already wanted dudes to gain 2 ghost rock, can you boot the Branch Office to gain 2 ghost rock?

A: *Nope. They're already wanted.*

Q: Are goods unique?

A: *No. It's unclear in the rulebook, but uniqueness only applies to dudes and deeds.*

Special thanks to Luke Peterschmidt and Neal Steed for the *Doomtown* faq. Point yer browser to www2.onix.com/~wildcard/deadlands/faq.txt for a heap more answers to questions about the game.

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HOUSE RULES

THE BEST IN GAME VARIANTS:

Legend of the Five Rings

Dark Victory

By Jason Schneiderman

At the Day of Thunder world championships the greatest heroes of Rokugan united to defeat the malevolent god that dwelled in the body of the emperor. The horrible undead army fell before the might of the Unicorn cavalry. And, in the real world, the creators of *Legend of the Five Rings* told the story of Doji Hoturi's death and Toturi's ascension to the throne.

But what if that fateful day had gone differently? Chris Bergstrom doesn't take the Lion clan to victory; instead, it's some nameless player with a Yogo Junzo's Army deck that comes in first at the tournament. With trembling fingers, Dave Williams is forced to open, rather than tear up, the envelope labeled "EVIL WINS," and watch as the world he created falls into a thousand years of darkness.



Rokugan is a much darker place when evil wins, but who can resist the wily charms of Fooey?

Legend of the Five Rings™ & © Five Rings Publishing

OBJECT As in a standard game of *Legend of the Five Rings*, the object is to destroy all of your opponent's provinces, reach 40 family honor, bring your opponent to -20 family honor or bring all five elemental rings into play.

SET Everyone needs their own legal *L5R* decks, both Dynasty and Fate. All cards that refer to the Thunders are banned. This includes the various Clan Thunders, the Mountain of the Seven Thunders, A Soul of Thunder and so on. You may not use the strongholds of dead clans.

RULE CHANGES

- All cards from dead clans lose their clan affiliation and are considered unaligned.
- You may only ally with players of your type—noble or fallen. However, you may oppose any type of clan.
- All players may gain honor from battles. Noble clan players gain honor from bringing personalities into play at full cost and by bowing honor-producing holdings. Fallen clans may gain honor by playing cards that normally cause an honor loss.
- The Imperial Favor is replaced by the Dark Lord's favor.

THE EMPIRE UNDER FU LENG

After the defeat of the Seven Thunders, the great clans of Rokugan fall into three categories: those who serve the new emperor, those who rebel against him and those who no longer possess clan status. Each operates by a slightly different set of rules.

The fallen clans have been adopted by Fu Leng and strive to serve him in his capacity as the undying emperor. The Dragon clan has replaced the Lion as the elite warriors of the empire, led by the emperor's new consort, Mirumoto Hitomi. Under the guidance of the crafty Kakita Yoshi, the Crane maintain their hold on the imperial treasury and keep Fu Leng's ear with a mixture of flattery and intrigue. The elemental masters of the Phoenix, corrupt to the core through their pursuit of the Black Scrolls, study forbidden magics with the emperor's approval, while the troops of Yogo Junzo's Army are omnipresent in the city of the Iron Citadel. Each of the fallen clans has received an increase in power. However, they have also been crippled—each is denied one of the paths to victory.

The noble clans work in secret, hoping to overthrow the dark lord. The Crab clan, battered from its great loss, struggles to beat back the abominations that erupt from the Shadowlands. With their homelands still reeking of taint, the Naga will not return to sleep until the horrors recede. The monks of Shinsei search the prophecies for a way to undo what has been written. Finally, the Mantis clan, having never earned Fu Leng's wrath, still takes its trading ships from port to port, waiting for the proper moment to overthrow the false Emperor.

The four other great clans are no more. The last Akodo has fallen with the last Hantei, and the rest of the Lions are dead either from battle or seppuku. The victory of Junzo came over the bodies of the Unicorns and their peasant troops, now serving the emperor after death. Bayushi Kachiko paid for her betrayal with her kinsmen's lives; with the Black Scrolls opened, there is no need for the Scorpion clan. As for Toturi's Army—the ronin's polished skull sits in Fu Leng's throne room. Yogo Junzo has called the fallen champion "delicious."



To do well in this variant you'll need to please Emperor Fu Leng.

LIVING WITHOUT HONOR

There is little room in the Thousand Year Reign for the "honor" of Rokugan. The old virtues are practiced in secret, but brutality and treachery are the order of the day. On the other hand, the monstrous Fu Leng gives his respect to those who curry his favor or practice abominable acts.

In game terms, this means that both noble and fallen clans can gain honor, and even reach victory from it. However, they do so in very different ways. Fallen clans gain no honor from bringing personalities into play at full cost, nor may they gain honor from bowing holdings. However, taking an action that would normally cause a player to lose honor instead causes an honor gain of half value, rounded down. For example, a Crane player who played a Kolat Assassin gains two honor. Bringing a Black Market into play gains him one honor. Bowing it for gold, however, gains no honor. This does not apply to actions played against a fallen clan player: A Shame will still cause a loss of seven family honor. In addition, all fallen clan characters are presumed to die dishonorably, causing a loss of family honor. Fu Leng has little tolerance for failure.

Noble clans operate under the standard *L5R* rules for honor.

DARK LORD'S FAVOR

The Imperial Favor has been replaced by the favor of the Dark Lord, as detailed on the card of the same name. The favor has the following abilities:

Limited: Target a player who must discard a card from his hand.

Open: Dishonor a target personality.

Battle: Reduce one opposing card's force to zero.

Reaction: Reduce one honor gain to zero.

Only fallen clans may lobby for or use the Dark Lord's Favor. However, noble clans with a sufficient honor score may attempt to block a lobby attempt, or take the favor away from a fallen clan who holds it.

A TIME OF DARKNESS

There are two ways to play a Dark Victory game. The first scenario is fallen clans vying against each other for power in the blood-stained kingdom of Fu Leng. The other pits the fallen clans against the noble ones in a battle to set things right again. Although the fallen clans have a power boost, noble ones can gain honor like wildfire, making the gap close. And, if the noble clan wins, perhaps there is hope for the Emerald Empire after all.

As you can see, Jason Schneiderman always looks on the bright side of life.

FALLEN CLAN STRONGHOLDS

The clans allied with Fu Leng have been rewarded for their treachery. All numerical stats remain the same.

Imperial Keep at Dragon Mountain

When this family loses a province, add two Strength points permanently to all your remaining provinces. Your opponents may reach -20 honor without losing the game.

Limited: Bow a samurai you control to challenge a personality to a duel that may not be refused.

The Provincial Estates of the Crane

You begin play with the Dark Lord's Favor in your possession. You may not win by a Military Victory.

Limited: If you have the highest family honor, you may bow this stronghold to lobby for the favor instead of bowing a personality.

The Tainted Halls of the Phoenix

You may never bring an Elemental Ring into play.

Bow to produce nine gold when bringing a shugenja into play. The Shugenja involved gains the Shadowlands trait permanently.

Reaction: Bow when bringing a spell into play to reduce its gold cost to zero.

Yogo Junzo's Horde

You cannot gain or lose honor. Your cards are immune to fear. Your Personalities may not swear fealty. You may not take political actions or actions which cause another player an honor loss.

Reaction: Bow when bringing a Shadowlands card into play to reduce the gold cost of the card by four.



CREATIVE CAMPAIGNING

INSPIRATION & ADVICE FOR GAMEMASTERS



A life-threatening crisis, which requires immediate attention, can be used to quickly unite characters with diverse backgrounds.

BY BRENT FISHBAUGH

"Avengers Assemble!"

As your players open the scroll, the words unfurling before them read that six adventurers will gather from all parts of the globe to defeat the invading goblin armies...below that—scrawled in blood—lie the names of all the player characters (PCs). There is a moment of dead silence...before one of your players smacks you upside the head with a half-empty bag of Cheesy Poofs. "What? Not that old 'prophecy' shtick again!" They stomp out of your home in a murderous rage, but not before burning all your gaming supplies.

Assembling a group of adventurers for any scenario without resorting to clichés or plot devices the players have seen a zillion times can be a daunting task, but there are two major ways to improve your chances of generating something new and surprising: "pre-playing" and "the coincidence."

KNOW YOUR PLAYERS

Before the first session takes place, you need to take some time out to come up with good ways to "gather your flock." To do this, it's necessary to know the PCs' motivations. The best way to accomplish this? Have your players fill out bio sheets. A bio sheet is a short list of questions the player answers about his character to give you more information about his prior life and goals than the character sheet with its stats and equipment list can provide.

Some sample questions: Where does the PC hail from? Why does he go adventuring? What events in his past most affected him? The answers to these questions and others like them give you something to work with when linking items or events in the characters' histories. Is one player seeking revenge on the six-fingered sellsword who slew his father? Guess what? That same multi-digited individual is now the right-hand man of the malicious prince who has kidnapped the true love of another PC. Another PC used to work miracles for the same prince before he was unceremoniously discarded for being too old. The more detailed the bio, the better. Just make sure your players remember that their characters are beginners; their pasts shouldn't be

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more adventurous than their futures.

Before you send your PCs into the world, make sure you as GM know:

• **Where they were born.** Where did they spend most of their lives? Could they have run into each other before the first game session without knowing? Could a number of PCs have been present at the same major historic event?

• **The most important personal relationships of their pre-game days.** Could the PCs be related by blood or by their relationships to a teacher, lover or ruler?

• **Their skills & occupation.** What skills do they possess that may lead them to encounter one another?

• **What they own.** What kind of equipment or personal items do they carry beyond the ordinary?

• **Their reasons and motivations for embarking on an adventurous career.** Are they searching for something in particular, looking for some quick cash to pay off debts, in search of the adrenaline high or on the run from the law?

Possessing the answers to these questions before you start will prove to be an invaluable asset in assembling your PCs cliché-free.

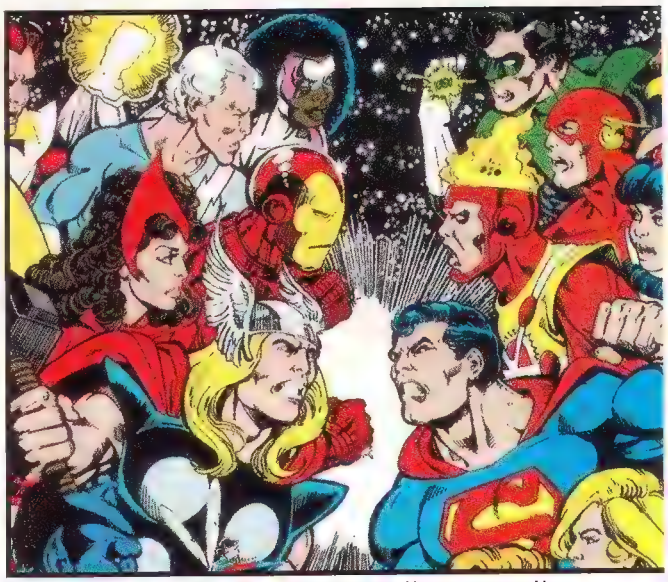
"PRE-PLAYING"

While more work for the gamemaster, playing with the characters one-on-one—soloing—allows you the greatest chance for coming up with something innovative to link your characters together as a party. You not only get to see how they play, but it allows you to maneuver PCs into positions which allow them to meet less than haphazardly.

Characters' pasts shouldn't be more adventurous than their futures.

For instance, let's say you're running a *Star Wars* adventure. Soloing with your first player, you discover that he is a smuggler, motivated only by profit. During one of his smuggling runs, Imperial forces under GM control board his vessel, and he's forced to dump his contraband overboard to avoid arrest. Now hunted by the crimelord who hired him, the smuggler is forced into hiding on a backwater planet where he conveniently meets PC number two, a novice warrior who decides to go adventuring after he meets PCs number three and four, two droids with a mission who have just escaped the Empire. What seem like chance meetings allow the GM to assemble a party without the actions seeming deliberate or forced. These meetings take time to develop.

Similarly, you can condense the process if you're pressed for time. Pick a couple of characters with similar backgrounds and say they meet on the road. Get them talking to each other: A couple of warriors could share memories of battles in which they've fought; two potential campaign members may discover that they are from the same geographical area; maybe they share the same religion. Though more difficult than soloing—especially if your PCs haven't fleshed out their backgrounds—this initial session will help smooth out the story for the rest of your campaign. However, if your players just hand you a stat sheet and ask you to go to it, you're definitely better off going with...



If at all possible, steer away from plots and devices that would set your PCs at odds.

"THE COINCIDENCE"

If you were to run an adventure like the "prophecy" example mentioned in the opening—attempting to assemble the PCs and begin cold in one burst—it would fall into this category. The trick here is to stay away from clichés—plot devices like the prophecy that have been done to death. Using the coincidence method is straightforward: simply get all the players in the same place at the same time and give them a common goal or bond. This is deceptively easy on the surface, but you must remember that there has to be something to keep the party together after the initial meeting or adventure. For example:

• The PCs happen to be in the same city when riots take place during an anti-war protest. The PCs are arrested, whether or not they were actual participants, and due to an overburdened legal system, they are rushed through a kangaroo court to a death sentence. Now, they must unite to escape or die on the block. After they've joined up, you can set the adventure hook with information possessed by one or more of the players.

• The ruler of a small country needs a dangerous task accomplished as soon as possible so he sets a contest. Teams, assembled randomly, will race to accomplish the goal with a king's ransom going to the winning team.

• Vampire hunters descend en mass on your PC vampires' city of choice. Now, despite their differences, the individuals must band together in order to assure their survival—either by fleeing or discovering the reason behind the hunters' sudden arrival.

Setting up an adventure and assembling a party is just like school in some ways; you're going to get out of it exactly what you put into it. If you and your players are willing to spend the extra time to write bio sheets and solo adventure before you get into the actual campaign, you're going to have a better roleplaying experience—with an emphasis on the fully fleshed-out "role." If you jump right into an adventure, you'll get a quick fix of action. But just like most things in life, how you begin a campaign depends on personal preference and initiative.

Brent Fishbaugh is just glad that all those creative writing classes in college are starting to pay off. Or are they?

basic training

STRATEGIES and GAME IDEAS FOR BEGINNERS

by robert aller

In the far distant future, bazooka-wielding Orks stride through bloody battlefields, while veterans of the Imperial Guard hunker down in their tanks and brace themselves for the onslaught. Game Workshop's *Warhammer 40,000* (also known as *Warhammer 40K*) is your passport to this dark vision of the 40th millennium. The mightiest armies of the age are yours to command.



THE ARMIES

In building a *Warhammer 40K* army, you get a certain number of points to spend. Generally, the better an army rates in such areas as speed, shooting accuracy, weaponry and close combat prowess, the more points you'll have to spend to acquire it.

A single Space Marine is far superior to an Imperial Guardsman. His weapon, the trusted bolter, is likewise superior to the Guardsman's lasgun. However, the Space Marine costs 30 points, whereas the Guardsman costs only 10. In other words, you can buy three Guardsmen for the price of a single Marine. While one Space Marine will wipe the floor with a lone Imperial Guardsman, he'll have his hands full facing three of them.

The bottom line: The huge advantage afforded skilled armies is usually balanced by the sheer number of cannon fodder troops you can buy with the same number of points. Here's a rundown on the most common *Warhammer 40K* armies:

SPACE MARINES

STRENGTHS: Imperial Space Marines are truly jacks-of-all-trades. Their soldiers are among the most powerful as they also have access to some of the best support in the game—Land Raider tanks and Space Marine

Warhammer 40,000™ & © Games Workshop

Dreadnoughts, powerful walkers which are well-armed and difficult to kill. Few armies can outshoot the Space Marines or match their general flexibility.

WEAKNESSES: Alas, all this flexibility comes at a high point cost. Space Marines kick ass, but they are definitely the few, the proud and—usually—the outnumbered.

GENERAL TACTICS: Marines are fast and flexible. That's their thing. Pound the enemy with Devastator Squads, Dreadnoughts, Predator Tanks and Terminators and then use your superior speed to exploit an opening.

IMPERIAL GUARD

STRENGTHS: The Imperial Guard are the groundpounders. They are cheap and plentiful—devastating in mass attacks where numbers count more than skill. They can field a powerful assortment of tanks and also have useful support units: Ogryns, massive abhumans who can take severe abuse and dish out the damage with their impressive ripper guns; Ratling Snipers, diminutive "halflings" who are excellent shots with their needler sniper rifles; and Rough Riders, fast attack cavalry, armed with explosive hunting lances.

WEAKNESSES: Basic Imperial Guardsmen are poorly armed and armored. They are also not well-suited for hand-to-hand combat and have low-powered characters.

GENERAL TACTICS: You've got lots of troops with long range weapons. Sit back on a hill somewhere and hammer your enemies from afar. Avoid hand-to-hand combat, but be prepared to blitzkrieg in if a weakness presents itself.



"Hurry up, lads! We have to take those stairs!"



SISTERS OF BATTLE

STRENGTHS: The Sisters of Battle are powered armor troops like the Space Marines. Battle Sisters are armed with bolters and heavy weapons, while the specialized Seraphim can jump-pack across the battlefield to devastate their enemies with massed pistol fire or grenades. The Sisters can also field

Resources

GETTING STARTED:

***Warhammer 40,000* Box Game, $69.99.** Big box of armies. All of the rules, miniatures, templates, dice and background you need to start playing.

***Dark Millennium*, $39.99.** Adds more vehicles and psychics to your game. Also includes rules for victory points and strategy cards.

RECOMMENDED SUPPLEMENTS:

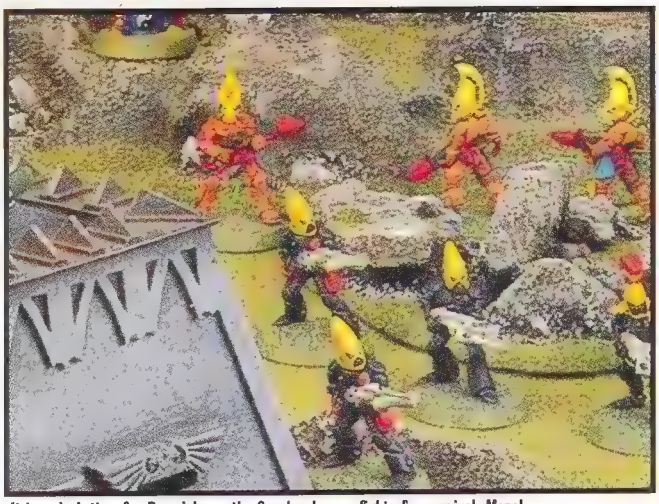
The codex of your choice, $19.99–$24.99. Each *40k* army has its own codex which describes its features: pick an army that interests you and buy that book!

Miniatures, starting at $5.99. You probably won't stop with the minis from the box set. You'll want new squads, vehicles and characters. Then, you'll want to start that second army...

a variety of Eccelsiarchy troops, including powerful characters and mobs of Frateris Militia. Although poorly armed and skilled, the Frateris Militia can often overwhelm the enemy with sheer numbers.

WEAKNESSES: The Sisters have poor support capabilities. They are also limited to only a few squad and character types.

GENERAL TACTICS: Divide your forces into two groups: a static anvil and a fast-moving hammer. The anvil—consisting of Battle Sister squads with bolters and heavy weapons—pours fire onto the enemy, while the hammer—consisting of Seraphim and perhaps an Immolator tank—quickly flanks the enemy to surround and crush them.



It is a dark time for Romulak, as the Conehead army fights for survival. Meps!

ORKS

STRENGTHS: Mean and green. Orks are a massive army, with six different clans and a wide variety of weird and powerful weaponry. In addition to being strong as a horde, Orks often possess weaponry that widely varies in effect. Some of their guns—Kustom Shootas, for example—can either be less powerful than a regular bolter or more powerful than a lascannon. They also have fast and well-armed bikes and light vehicles—like buggies and wartracks. The Orks are a gambler's army, but they're always fun to play. With troop names like "Blood Axe Kommandos," "Madboys" and "Freebooterz," how can you go wrong?

WEAKNESSES: Ork weaponry is rather variable in effect: sometimes great, sometimes horrible. Orks also have low leadership and lack strong characters.

GENERAL TACTICS: Orks swarm opponents. Individually they can't hit the broadside of a barn, but get them in a mob, and they're murder. Move to close range and use your mass firepower to wreak havoc. At all costs, avoid close encounters with big nasties like daemons, Space Marines and Eldar avatars.

painting your miniatures



In *Warhammer 40K*, playing is only half the fun. Many gamers enjoy creating their own armies, painting and modifying them. It takes a lot of practice and patience to get the results you see at cons and in the pages of magazines, but don't despair. It'll take a while to get the hang of precision painting.

***InQuest* #38 featured an introduction to miniatures ("Heavy Metal," pages 96-100) which shows you step-by-step how to paint these battlefield beauties. Also check out *How to Make Wargames Terrain*, by Games Workshop. But the best way to learn how to improve your painting skills is to talk to another painter; check at your local hobby shop or on the Internet for a veteran with some tips. You may also find some how-to workshops at conventions.**

ELDAR

STRENGTHS: The Eldar are a specialist army—and extremely fast. Each of their troops excel at a certain area, but suffer in others. For example, their Dire Avengers can lay down a withering amount of firepower with their Shuriken Catapults within 24", but they lack heavier firepower or close combat ability. Two of their basic troop types—Swooping Hawks and Warp Spiders—have the ability to traverse the battlefield quickly to go where they are needed. They also boast fast, well armed and powerful support units.

WEAKNESSES: Eldar squads lack flexibility. Also, the armor on their tanks and jetbikes tends to be weak.

GENERAL TACTICS: Use the Eldars' great speed and firepower to swoop in and exploit enemy weak spots. Get out as soon as you do your damage, because your ordnance can't hold up under heavy fire.

CHAOS MARINES

STRENGTHS: Chaos Marines were once a part of the Imperium, but rebelled and were cast out 10,000 years ago. They function a lot like their Imperial counterparts, except that they lack some of the hi-tech equipment. However, they more than make up for this with the awesome powers of chaos on their side—daemons, Bezerkers, Noise Marines and a wide array of daemonic gifts and powers.

WEAKNESSES: Chaos suffers the same high point cost as Space Marines. Daemons are powerful but vulnerable. Chaos also lacks hi-tech items like Land Speeders and Jump Packs to get into combat quickly.

GENERAL TACTICS: Move to hand-to-hand or close range and then let loose the daemons o' war. Don't skirmish with troops that move faster than you, like Ork buggies and Eldars, because they'll pick you apart.

TYRANIDS

STRENGTHS: The Tyranids are a completely bio-organic army. When they need something, they grow it. These armies

are masters of close combat and possess extreme speed, allowing them to move about the battlefield at will.

WEAKNESSES: Tyranids are poor at ranged attacks. Their strong dependence on the leadership of Tyranid Warriors and the Hive Tyrant is also a problem; if these leaders are all killed, a Tyranid army will probably fall apart.

GENERAL TACTICS: Charge! Most of the Tyranid army needs to be in close combat to do anything. Tyranid armies need to combine their great speed with available cover to get themselves into close combat with the enemy before they're shot to pieces.

ON THE FIELD

So, now that you have a grasp on the different armies, the big question is what to do with them on the battlefield. Here are a few basic fighting styles common to *Warhammer 40K* games:

THE DEVASTATOR: Using heavy weapons, tanks, dreadnoughts, etc., pound your opponent into submission with a withering hail of punishing firepower. This is the preferred tactic of the Imperial Guardsmen.

THE ASSAULT: With superior hand-to-hand ability or a massive swarm of troops, carve through the enemy line. This style involves an all-out charge into hand-to-hand combat. Tyranids like this one.

THE FAST ATTACK: Using fast-moving and hard-hitting troops, come in quickly, deliver a lethal blow and then retreat before enemy troops can react. Repeat as necessary. The Eldar excel at this tactic.

THE FIREFIGHT: Send in "basic" troopers and dish out as much low-strength firepower as possible to wear down a superior enemy. Even against a Devastator force, such an army can often carry the battle. Accuracy is important for this tactic, making it an ideal mission for the Space Marines.

THE HORDE: Using the cheapest armies possible, build a huge army of little peons who can swarm the battlefield and overwhelm the enemy. Accuracy is not nearly as important as playing the odds; 100 terrible soldiers will usually do more damage in the long run than 10 elite troops. Orks excel at this tactic.

Though each army type has a tactic that most effectively utilizes its strengths, be prepared to change tactics to take advantage of opportunities that present themselves on the battlefield. If you stick to the same tactics every outing, you'll become predictable.

During the game, watch out for units that are "counters" to yours. Heavy weapon troopers are great at shooting at enemy troops across the battlefield, but they tend to get shredded in hand-to-hand combat. There is always an enemy out there you can't defeat. Look out for them.

Maneuvering plays a big role in *Warhammer 40K*. If you're facing a force you can't handle, find good cover or run away. On the other hand, if you see an enemy unit wandering around that can't counter your tactics, swoop in and engage it. If your besieged unit is being overwhelmed by a horde army, try to inflict enough casualties to induce your enemy to break and run. If you're lucky, they won't come back. It is almost always easier to break the bad guys than to kill all of them.

Since *Warhammer 40K* is generally played with only two players and no referee, when a situation not covered in the rules arises, it's up to you to interpret the rules. Given that it is a competitive game, it isn't always easy to step back and view things objectively. If the debate starts to get heated and bog down play, do this: Note the problem, agree to work it out after the game and then flip a coin to see which player gets to make the call for that particular session. After you've finished, sit down with the rules and work out the disagreement; you can always cook up a house rule if the rules are silent on the point of contention. *Warhammer 40K* is the sort of game that attracts house rules like big gunz attract Orks; there are probably as many house rules out there as there are players.

Robert Allen, though an all-around nice guy, is not above shameless plugs. Check out his column "Small Talk" at www.rpg.net.

Sample army

Let's take a look at a well-rounded 1,000 point Ork army. You can assemble this army using many of the miniatures that come in the *Warhammer 40,000* Box Game. Presented by Zoggit, Gretchen scribe.

WAAA-HUME-SHASHA ARMY

Characters (270 point total):

- **Warboss Dakbreff Humie-Smasha.** Mega-Armor, Plasma Gun, Powerfist. (106 points)

"'e's a tough one, Humie-Smasha. Knock yer zoggin' 'ead off."

- **Bigboss Zogface.** Flak Armor, Bolt Pistol, Kustom Shoota. (55 points)

"Da boss's bestest mate. Wif a big, big gun."

- **Mekaniak Twistit.** Flak Armor, Bolt Pistol, Shokk Attack Gun; six stands of Snotling "Ammo." (73 points)

"Twistit is da fixa when da boyz break stuff. 'e's also 'andy wif dat gun..."

- **Runtherd Ereholdis.** Flak Armor, Bolt Pistol. (18 points)

"Da meanest greenest Runtherda in da whole Waaaa..."

- **Painboy Snippaz.** Flak Armor, Bolt Pistol. (18 points)

"'eartless, evil, cruel git...but comz cheap!"



Squads (495 point total):

- **Nobz Mob.** Five Nobz, with 'Eavy Armor, Bolters, Chainswords. (125 points)

"Da Tuff Gitz. Dey leadz da way across da field..."

- **Bad Moonz Mob.** 10 Bad Moon Boyz, Flak Armor, Bolters; two with LasKannons. (190 points)

"Da Rich Gitz. Dey iz lazy; dey sit back an' shoot. An' shoot. An' shoot."

- **Goff Boyz Mob:** 15 Goff SkarBoyz. Flak Armor, Bolt Pistol, Axe. (195 points)

"Da Mean Gitz. All dey do is 'WAARG!!' and 'CHARGE!!'"

- **Gretchin Mob One:** 19 Gretchin. Flak Armor, Autogun, Knife. (95 points)

"Da Runnerz. Brave gitz. Dey get shot at."

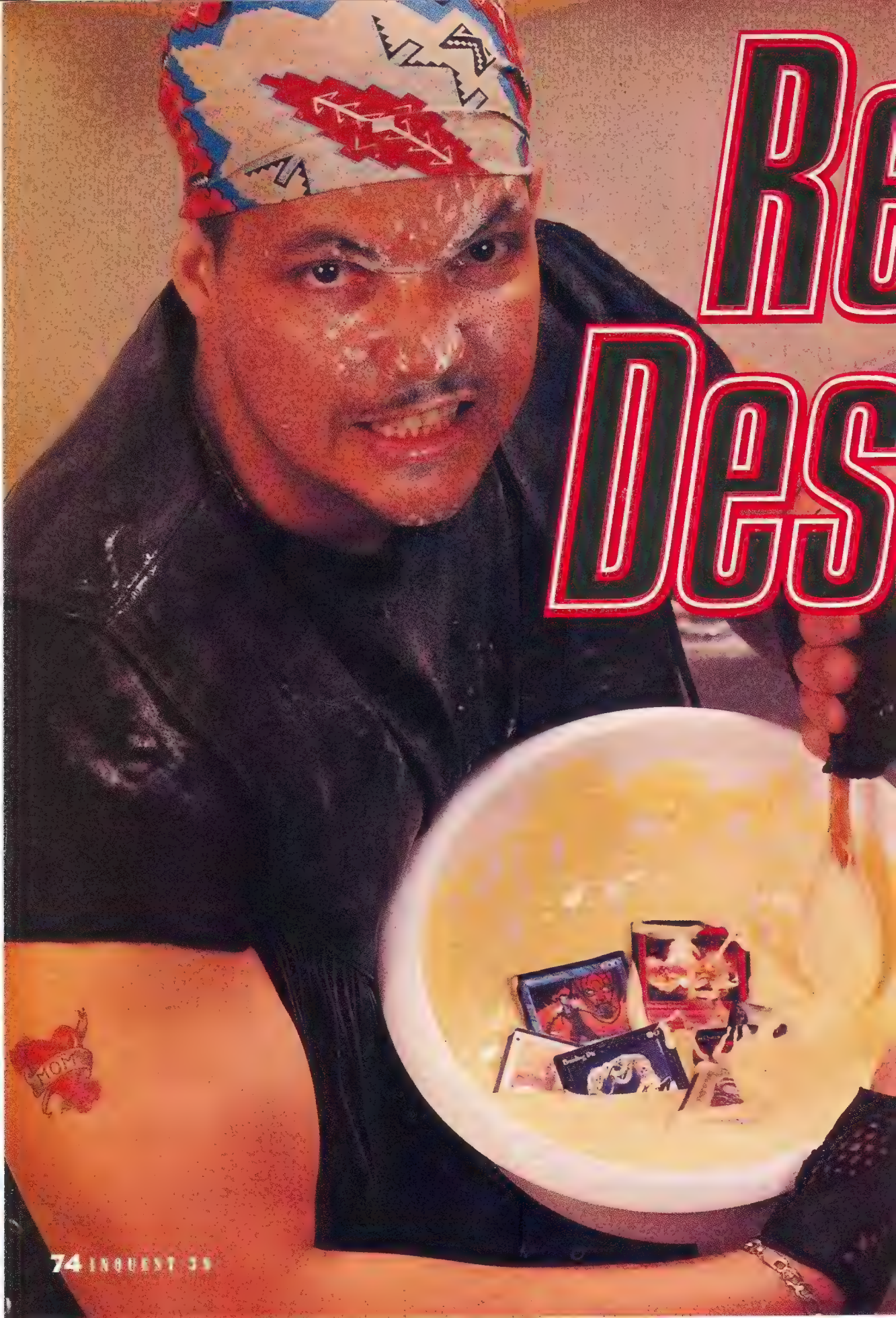
Support (235 point total):

- **Dreadnought.** With 2 x Powerclaws, 1x Lascannon, 1x Heavy Bolter. (145 points)

"Dis iz Sammie. Sammie is ded 'ard, and ded shooty."

- **Two Warbuggies.** Twin Linked Heavy Bolters. (45 points x 2)

"Dey iz da Danger Boyz. 'Danger,' 'cuz you best not get too close..."


Re
Des
MOM

ecipe for struction

InQuest dishes out the top *Magic* combo cards

By Jeremy Schichor



Photo: Paul Schirckle. *Magic: The Gathering* is a registered trademark of Wizards of the Coast.

Infinite life. An unshakable defense. Apocalyptic damage without incredible mana expenditure. No single card in *Magic* can give you any of these. But, when cleverly played, a combination of two or more cards can provide you with exactly this kind of massive power. Never doubt that a good combination of cards is more powerful than the sum of its parts.

Consider the cards Brass Man and Veteran's Voice. The Brass Man can untap during your upkeep for one mana, and Veteran's Voice lets you tap the enchanted creature to give another creature +2/+1. On their own, neither of these cards are likely to win many matches, but when combined they become a nigh-omnipotent creature-pumping engine.

Building a *Magic* deck is kind of like cooking. By itself, flour isn't all that appetizing. But add some sugar and eggs and you can make some tasty cookies. Mmm. Cookies. Likewise, when it comes to combos, some cards are the ultimate building blocks. Mix in the right ingredients and you can serve up a plate of ass-whoopin'.

Now that we've whet your appetite for annihilation, here's a look at the eight best combo cards of all time—the cards that promise to create the most potent combinations possible. We've also included a shopping list of prime ingredients to whip up killer combos, 'cause in *Magic* there's nothing sweeter than the taste of victory.

8. Reins of Power

WHY IT'S GOOD: Any time you can take control of one of your opponent's creatures, it's nice if there's a chance you can do something destructive with it. Swarming in to attack your opponent with his own creature always has poetic appeal, but it's even better if you can off the creature in the process. Like a Ray of Command on steroids, Reins of Power does the first part for you, grabbing the reins of all of your opponent's creatures—it's up to you to find something to do with them.

Fortunately, there are quite a few cards that let you dump creatures. The best is probably Goblin Bombardment; it costs nothing to use and you can sacrifice your opponent's creatures en masse. Ashnod's Altar lets you turn your opponent's critters into mana, useful for powering a big spell if he has a swarm of creatures. With Mogg Infestation, you can blow away all of your opponent's creatures, giving yourself twice as many in the process.

Another option is to reap the benefits of one of your own creatures by giving it to your opponent for a turn. Does your opponent refuse to play land to pump up your Dirtcowl Wurm? Give it to him for a turn and play the land yourself. Or try wreaking havoc on your opponent by passing him a creature with a heinous upkeep cost, like the Demonic Hordes, during *his* upkeep.

PRIME INGREDIENTS: Ashnod's Altar, Demonic Hordes, Dirtcowl Wurm, Goblin Bombardment, Mogg Infestation.



If you're going to take control of your opponent's creatures, no reason to let him have them back. After you attack, batten down the hatches and fire away!

7. Sorceress Queen



WHY IT'S GOOD: A Sorceress Queen is what you get when a Prodigal Sorcerer dresses in drag. Either that, or a creature with a particularly powerful effect on combat. Alone, the Queen can negate the attack of any one creature—after all, what's a 0/2 creature going to do to you? Gnaw on your shins? More importantly, 0/2 creatures are easy to kill.

The ultimate zero-power slayer is the Dwarven Thaumaturgist, who can saddle the prey of the Sorceress Queen with a toughness of zero. Transmutation works just as effectively, and can catch your opponent by surprise. Dealing two points of damage to the weakened critter with an Orcish Artillery also does the job nicely, as does giving it +3/-2 with the Minion of Tevesh Szat. Another option is to force a creature to attack with a Norritt, cut it down to size with the Queen, and knock it off with whoever's handy—a Sengir Vampire is always ready for a snack.

PRIME INGREDIENTS: Dwarven Thaumaturgist, Minion of Tevesh Szat, Norritt, Orcish Artillery, Transmutation.

A creature with zero toughness isn't just dead. With no ability to regenerate, it's *really* dead.

6. Spirit Link

WHY IT'S GOOD: Spirit Link is one of the most powerful reusable life-gainers in *Magic*. Stick it on your biggest critter and, whether it blocks or attacks, the life-points start rolling in. Maximizing this life-gaining ability is the key to abusing this card.

Spirit Link works double-duty when you use it on a "pay-my-upkeep-or-else" creature. A Force of Nature will be powerless against you if you decide to stiff him his upkeep snack, plus you get the normal life bonus when Swamp Thing (or Leaf Thing if you're using *5th Edition*) stomps through combat. You can also use Spirit Link to abuse the power of direct damage-dealing creatures. A Spirit Linked Orcish Artillery will net you two points of life for every two points of hurt it dishes out. If there are enough creatures on the table, a Spirit Linked Crypt Rats or Ifh-Biff Efreet will earn you dozens of life for just a few mana.

Spirit Link's low casting cost means you can toss it in any deck with even a small splash of white, so stick it in that deck that just needs a little extra life-gaining. Or, use it with other life-gaining cards and build up an unscalable wall of life.

PRIME INGREDIENTS: Banshee, Crypt Rats, Force of Nature, Ifh-Biff Efreet, Mogg Maniac.



"One point of damage for every creature in play, 10 life for me. One damage for every creature in play, 10 life for me. One damage..."

5. Fire Whip



WHY IT'S GOOD: Fire Whip is an excellent way to get use out of those early-game weenie creatures—a Llanowar Elf in the mana-rich late-game environment is pretty useless, but you can give him a new lease on life as a Prodigal Sorcerer. But why is Fire Whip an awesome combo card? Because it does something no other card does: It grants a creature the ability to deal damage to a player, as opposed to an enchantment dealing the damage itself.

This means you can use all those creature abilities that activate whenever a creature damages an opponent, without having to attack. For instance, put a Fire Whip in the clawed hands of Nicol Bolas. In addition to being hit for one point of damage each turn, your opponent will also lose his entire hand!

If you equip a Marsh Viper with a Fire Whip, your opponent gets poisoned to death in a mere five pings. In a game with several players, The Fallen wielding a Fire Whip should put you ahead of the pack. Fire Whip can be the center of a deck devoted to this type of combination, but it's just as easy to blend a handful of these combos into a deck with another theme, doubling the power of the deck.

PRIME INGREDIENTS: Lowland Basilisk, Marsh Viper, Nicol Bolas, Sengir Vampire, The Fallen.

"Tap: Target opponent must discard his or her hand." Who wouldn't play with a card like that?

4. Breeding Pit



WHY IT'S GOOD: The Breeding Pit was one of Dominaria's first fast food joints. For just a couple of mana down, you get a Thrull McNugget each turn. These McThrull tokens are great as basic cannon fodder, and they pile up quickly unless your opponent neglects his defense in favor of beating down the Thrull population. Plus, if you slap a couple of Bad Moons on the table, your flock of sacrificial lambs becomes a horde of bloodthirsty beasts, ready to make fodder out of your opponent.

The real beauty of the Breeding Pit, and other creature generators like it, is that you can take advantage of creature sacrificing effects without blowing a summon card each time. Instead of frantically depleting your hand to keep the Lord of the Pit sated, you can rely on a steady supply of fresh meat from the Breeding Pit. Why waste your better creatures on a Skull Catapult when you can decimate your opponent's forces with a downpour of Thrull corpses?

With so many uses, Breeding Pit can be the central card in a number of decks, with "horde" decks and "big-black-monsters-that-like-to-munch-on-other-critters" decks being the most popular.

PRIME INGREDIENTS: Bad Moon, Fallen Angel, Lord of the Pit, Mob Justice, Stronghold Assassin.

There's nothing like a pile of angry Thrullage to beat down your opponent with a little Mob Justice.

3. Balance



WHY IT'S GOOD: Balance is the ultimate "reset button," bringing everyone down to the same level. This makes it the cure-all for slow starts. Evening things out is all well and good, but the real key is using it in combos, where a well-timed Balance can give you a decided advantage. And the combos are many.

Try stashing your critters in Cold Storage or Safe Haven before dropping the bomb for an instant creature advantage afterward. Sacrifice your land to a Zuran Orb in response to casting Balance and you get a massive life-point injection while everyone else just gets hosed. Mishra's Factories and Jade Statues also work well, since you can play the Balance when they don't count as creatures, leaving your opponent out in the cold and you ready for action. Another good time to Balance is after attacking with a Teferi's Veil in play. While your creatures are stowed safely away in phased-out land, your opponent's critters are screwed.

And don't forget that Balance can be used to force your opponent to discard as well. With five cards in hand, try casting a Mind Bomb—while your opponent agonizes over how much damage to take, just discard all of your cards except the Balance. Then play the Balance to flush your opponent's hand.

PRIME INGREDIENTS: Cold Storage, Mind Bomb, Mishra's Factory, Teferi's Veil, Zuran Orb.

Pump up your life while flatlining everyone's mana flow—stock a few land in your hand and hit the ground running while everyone else just hits the ground.

2. Enduring Renewal



WHY IT'S GOOD: Dominaria's wintry Ice Age brought us more than Jaya Ballard and the Kjeldoran Skyknights; also rising from the snowy depths was the one card that has spawned more infinite loops than any other: Enduring Renewal. Even on its own, Enduring Renewal is a powerful game-changer, making the minions you already have on the table effectively immortal. What's more, the penalty that newly-drawn critters fly straight to the boneyard is easily circumvented with a friendly Hell's Caretaker or a Miraculous Recovery or two.

Enduring Renewal's real power, as alluded to before, is its ability to create infinite loops. Take, for instance, a Fallen Angel and any zero-cost critter and bingo! Infinitely huge Angel. Additionally, since Renewal states that creatures hit the graveyard before going back to your hand, a Soul Net will dredge up as much life as you have mana to dump on it.

Combine Enduring Renewal with Aluren and you can churn out cheap creatures for free. As long as your creatures have a casting cost of three or less, they'll be practically immortal. Add a self-sacrificing creature like Mogg Fanatic, Blood Pet or Bottle Gnomes to the combo and you've got a potent infinite loop. ***PRIME INGREDIENTS:*** Aluren, Ashnod's Altar, Hell's Caretaker, Mogg Fanatic, any Spike.

The king of three-card-combos, these three cards spell instant doom for your opponent. How much damage you want? 20? 50?! Infinity?!?!

1. Icy Manipulator



WHY IT'S GOOD: The Icy Manipulator is a sort of "Swiss Army card," a useful addition to virtually any deck. The most basic use is as an inexpensive means of shutting down one of your opponent's toys, be it that unblockable attacker or that annoying Maze of Ith.

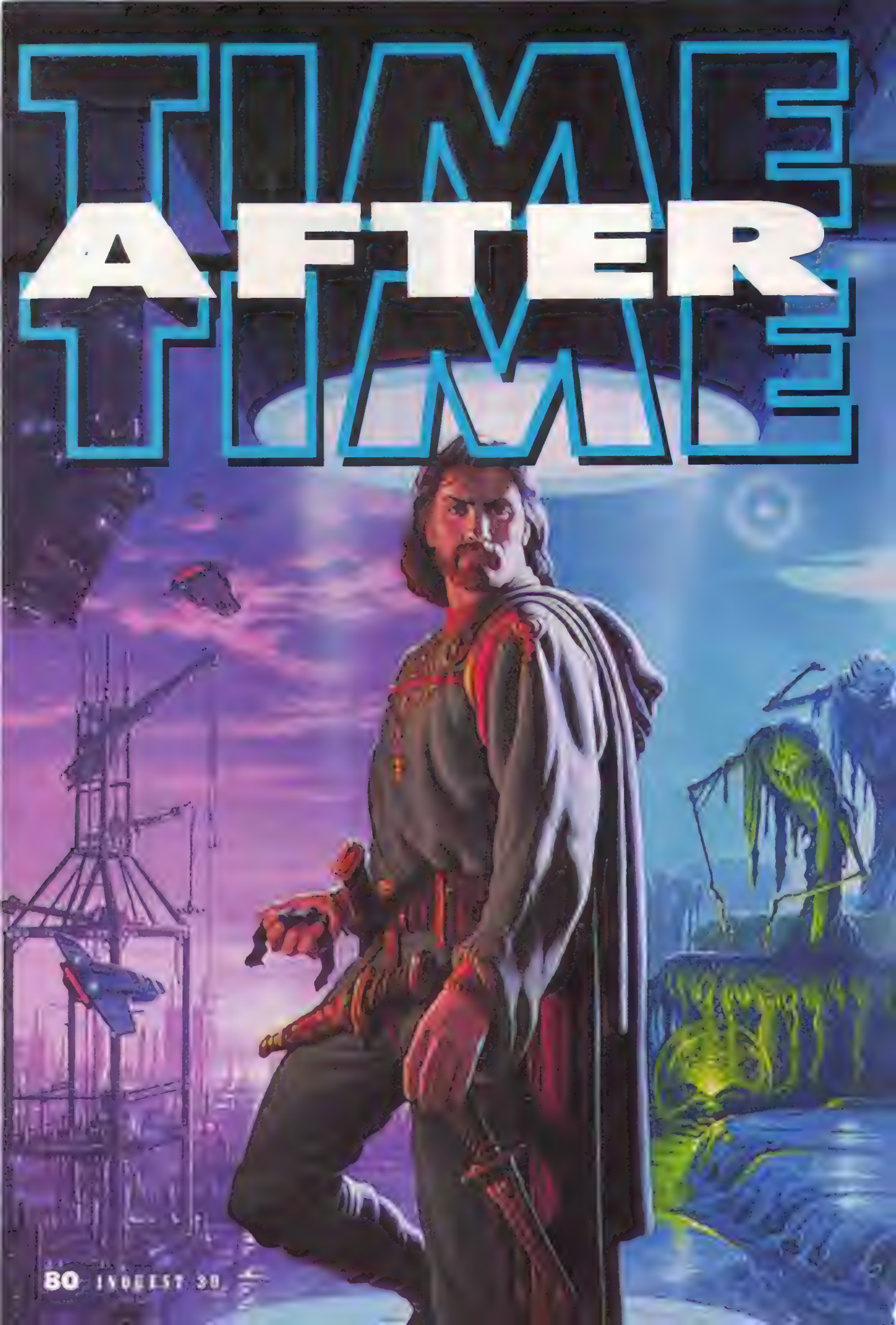
More significantly, the Icy lets you take advantage of the rule regarding tapped artifacts—specifically, that a tapped artifact doesn't generate any effects. With the simple tap of an Icy, you can deprive your opponent of the benefits of your Howling Mine or laugh as your opponent's Black Vise sits impotently tapped until you destroy it at your leisure.

Then there's the famous Nettling Imp trick. Tap an opposing beastie, force it to attack with the Imp and then watch it perish as it sputters like a flipped-over turtle. The trick works just as well with a Royal Assassin, giving him a prime target for stabbing. ***PRIME INGREDIENTS:*** Howling Mine, Nettling Imp, Royal Assassin, Sands of Time, Winter Orb.

Icy and Winter go together like peas and carrots, and even Forrest Gump can figure out that being able to untap all your lands every turn while your opponent is stuck under the Orb is a good thing.

Jeremy Schichor fancies himself quite the chef. He's particularly fond of his latest recipe—Ouphe-berry Pie.

TIME AFTER TIME



How to send your RPG on a roadtrip through the centuries

by dan joyce

The death knight advances. Your paladin, stumbling backwards in his armor, draws his laser pistol and starts firing. Fighting the shimmying controls, your starpilot crashes his ship through the spires of the Bastille, skidding to a halt on Paris' cobblestone Rue de Guerre. You've era-skipped four hundred years to 1789, smack-dab into the middle of the French Revolution.

Past? Future? With time travel, it doesn't matter; your campaign possibilities are endless.

Time's grand framework is a first-class campaign seed. It opens the door to just about anything you want: cyborg assassins from the future, Victorian inventors traveling to the twilight of humanity, dinosaur hunts in the distant past. You and your players need never be bored again. But—and it's a big "but"—time travel is also a Pandora's Box full of paradoxes waiting to bite your campaign in the ass.

Here's one: You give your players the keys to Doctor Who's TARDIS, and the first trip they make, your group's gun-nut accidentally blows away his own grandfather. Ergo, the gun-nut's father was never born, and neither was the gun-nut, so he couldn't have gone back in time in the first place. Unless you're double-majoring in philosophy and physics, you might scratch your head over this one.

Have no fear; *InQuest* is here to help. Is changing the past logically impossible? Probably. But don't worry about it; while it's a true scientific fact, it's also dull. If you want to run time travel adventures, forget about the paradoxes. We don't want you to hurt your brain.

Keeping that in mind, here are five theories of time with which you can have a bit more fun...

theory #1: fixed history

Time runs on rails; you can't change recorded history. This isn't as bad as it sounds. The leeway you have is that much of history isn't recorded, and the player characters (PCs) can get away with filling in those factual gaps in the knowledge of historians; the players' actions are what "actually happened" at the time. Your PCs can even be the agents that make key events happen. For instance, the PCs could suggest to Ulysses during his siege of Troy that he might build a wooden horse. Don't worry that this creates a time loop with no clear beginning or end; everything will still make a kind of sense.

The problem you face is that you will have to fudge things occasionally. If the PCs could travel back to the first century and try to stop Nero from burning down Rome, somehow or other the attack will fail. They'll get discovered by Nero's guards or the gun will misfire. Be subtle. The players should not know they're in a world with an unchangeable past.

This kind of time theory is well suited for occasional hops to the past, but doesn't work well for regular time travelers; the players will realize what's going on and feel powerless.

Example: Players from the future are on the trail of a body-swapping sorcerer who travels back to Dallas, 1963. The players meet a drunken bum who claims to be JFK, who will subsequently be arrested and hung for an earlier murder. Meanwhile, the sorcerer, in Kennedy's body, will be coming down Dealy Plaza the next day. The police have everywhere covered—except for that grassy knoll, over there...

Either, the players shoot from there and get away, or someone else will. Your options are open because history doesn't record who, if anyone, shot from the grassy knoll.

theory #2: elastic history

You can change the past, but history will "snap back" into a similar pattern. For instance, if you kill Stalin, another Russian with a similar background will take his place and do many of the same things. Major events can't be derailed, only altered.

Minor changes will work through to the future. What constitutes a minor or major change is up to you. Here's an example of a minor change: A PC who kills his ancestor discovers, on returning to his present, that he now has a completely different set of ancestors and, from the point of view of everybody else, a new identity. He is still a Victorian inventor, but he lives in a different house and has a different name.

The PCs can retroactively change history for everyone else. They will retain their memories of events which—now, after the change—never happened. Assuming the PCs aren't the only people who can travel in time, you'll need some justification for why history isn't continually being revised in minor ways. Presumably someone who is immune to having their memory altered is fighting to maintain the status quo. In *Feng Shui*, it's the various factions in the Secret War. It could be time cops, Time Lords, whatever. This is even more important for the next theory, fragile history.

Elastic history is fine for a time-hopping campaign, but works better in combination with fragile history; that is, history is basically elastic, but has a breaking point if a unique condition is met.

Example: Let's say, in a superhero game, three heroes are blown away

Time travel should always capture the fantastic, not the mundane. Who wants to adventure in a time where nothing neat happens?

Frontispiece: from the novel *Ghost Shadows* © 1996 Dove Books. Art by Romas Kukalis. All other art ™ & © Steve Jackson Games.



Go ahead and napalm your knights. Anything goes in time-travel-based RPGs.

by Dr. Megatonne; the fourth, an inventor called Omega, escapes and subsequently invents a time travel device. Omega travels back to the fight with a howitzer aiming to "surprise" Dr. Megatonne and save his friends. Alas, the three heroes do a double-take when the newer Omega appears and Dr. Megatonne wastes them in the confusion. "Omega: Whose Side Are You On?" reads the newspaper headline when Omega returns to his own time. He's changed things a little, but that's all.

theory #3: fragile history

Any change in history will completely derail the future. If the PCs kill Hitler, World War II doesn't happen. What happens next is up to you. Possibly Stalin takes Poland, then advances across Europe. Britain, Germany and the United States ally against Russia, causing the fall of communism in the 1940s, but resulting in the Federal States of Russia and East Asia arising as the premier superpower in the 1980s.

Since events snowball rapidly, don't make the trigger for change too sensitive unless you want to keep track of, for example, every cigarette butt the players drop in the past. Let the PCs get away with anything that doesn't contradict recorded history.

Most players will assume they're operating under this theory of time travel; don't disillusion them, whichever theory you are using. It is, arguably, the most satisfying for them, but it's the most work for a gamemaster, especially in a time-hopping campaign.

Example: The PCs have a blank slate. Their actions in the past are as unlimited as their actions in their own present. If they save the life of Julius Caesar, they might unwittingly prevent the fall of the Roman Empire. In fact, the empire might continue up to the players' present: a stagnant, slave-based society with only minor technological advances. Everything the PCs ever knew will be gone. Ooops.

theory #4: parallel timelines

You can't change the past, but you can jump to a parallel world. So when the PCs travel back in time, they appear in a parallel timeline where the present corresponds in some way to the events of the PCs' own timeline.

The new timeline could be exactly the same as the one in the PCs' past *up until the point they enter it.* At that point everything will diverge from the history they know. So if a villain goes back in time and kills Abraham Lincoln, he really will kill him in the new timeline, splitting the United States into two warring nations *in only that timeline.* In the villain's own timeline, however, nothing will change—except the villain disappears.

Another possibility is that the PCs travel to what is an "alternate world" timeline already. For instance, the PCs might appear in a world where Germany and Japan won World War II, where the social roles of men and women are reversed or where dinosaurs didn't die.

This theory is great for a wide-ranging campaign, as you can send the players anywhere. A minor problem is that the players may feel cheated; they can't change things where they really count—i.e., in their own timeline.

Example: The PCs step back a decade into their past, where they meet younger versions of themselves. They may want to give advice to their doubles so they don't make the same mistakes the PCs made, but maybe the doubles aren't that happy to see them.

theory #5: the unknown

You don't have to use any of these theories of time travel, of course. You could invent your own. For instance, maybe history is fixed *and* if you do anything that contradicts it, you immediately get returned to your own era. Or maybe you can only spend a set amount of time anywhen that's not your present—say 60 minutes—before reality snaps you back to your own era?

Maybe you can only travel mentally within your own lifetime; you can travel backwards or forwards and do things differently, but you can never be in two places at once or travel outside your own lifetime.

After you've got your theory straight, be sure to run through a few possible scenarios in your head before the players make their first trip.

Example: Time travel lets a reality-altering "chaos" seep into the world, warping those who travel in time or warping their arrival/departure points. PCs themselves could be changed; upon each return to the present, their belongings take on elements of the time periods they've visited. Or maybe a trip to the past introduces this "chaos element" and changes start to spread. How can the PCs fix the past when every time they go back, more chaos is introduced?

there and back

How the PCs travel in time isn't that important. For the sake of a story, players can swallow any scientific or magical gobbledygook: rifts in space, a Victorian machine, a blue police telephone box, a high-level magic-user spell. All are fine.

The main criteria is that time travel should be *difficult.* Otherwise, everyone would be doing it. In a sci-fi game, a time-travel device would be highly guarded. In a fantasy scenario, the spell might require exotic components to cast and only be known to a small number of sorcerers. If there are time holes in space, there should be few accurate maps of them.

A secondary criteria is that time travel involves some kind of special effect. Characters should arrive surrounded in a nimbus of electricity, throwing up their breakfast or spend an instant surrounded by the screams of lost souls who have

been erased from time—anything to remind them that it's not like merely walking out the door.

Most importantly, you should ensure that the means to travel in time stays in your control, not the players'. If they possess the device themselves, make it unreliable. Or have a non-player character (NPC) use the device on them. This might seem totally arbitrary and unfair. It is; however, it is also necessary. If you don't agree, wait until five duplicates of your party's gun-nut are hunting tyrannosaurs on an evening when you'd prepared a scenario about smuggling on the Thames in 18th century London.

character translation

When characters from one era arrive in another, it's simplest if they just appear the way they left. A wizard arriving in the 20th century in a business suit stretches credibility in a way that a wizard arriving in his own robe doesn't.

This isn't to say you can't impose some conditions. In "The Terminator," only living material can travel in time. Or you could have only the minds of the characters travel in time, as in the TV series "Quantum Leap." So if your Victorian PCs travel back to the Iron Age, they arrive in the bodies of, for example, Celtic warriors. You'd then need to generate new physical stats but not mental stats or skills.

Game statistics and rules are otherwise not a problem. If you play *GURPS* or the Hero system, you're laughing; they'll fit any period. But even if you play a game that's tied to one genre like *AD&D*, creating damage ratings for 20th century guns and so forth should be straightforward. Don't feel obliged to switch game systems; your players will only be confused by the abilities of their new characters. Make the new world come to them.

Time travelers in the past are rarely a problem. Physics, like logic, should work in any world. Your space age mercs will have their lasers until the batteries run down.

Magic is trickier. What if your *AD&D* mage comes to the present day? *Feng Shui* answers this problem by giving its different junctures different ambient magic levels, making magic easier or harder to use—easy in A.D. 71, hard in A.D. 1998. If you like the idea, you could rule that an *AD&D* mage's spells take 10 times longer to cast or have a chance of failure in the 20th century. If not, go with what makes you comfortable.

Language difficulties in time travel adventures are a drag. Make sure one of your PCs has a universal translator, a "comprehend languages" spell or a phrase book. Or let them learn the new language in nothing flat, like H.G. Wells' time traveler. They're here to adventure, not mime.



Check your power armor before time warping back to 150,000,000 B.C.

"Let's Do the Time Warp Again"

Top 5 time settings for your campaigns

1. 150,000,000 B.C.
(The Jurassic Age)
Time Theory: Fragile.
Possible Scenario: An archenemy destroys the PCs' town or castle with dinosaur-riding cavalry, slaughtering hundreds. Can the PCs go back in time and stop him from getting the eggs?

2. A.D. 1250
(The Middle Ages)
Time Theory: Parallel Timelines.
Possible Scenario: If you're running a science-fiction or modern-era campaign, it's a dose of fantasy. If you're running a fantasy campaign, it's a historical look at how life really was in the 13th century, and how different it is from the PCs fantasy world, which the players may believe is medieval.

3. A.D. 1605
(Renaissance England)
Time Theory: Fixed.
Possible Scenario: The players are on the trail of an insubstantial chaos demon, which now resides in the body of an innocent man called Guy Fawkes...who subsequently decides to blow up Britain's Houses of Parliament.

4. A.D. 1942
(20th Century Battlefield)
Time Theory: Elastic.
Possible Scenario: The PCs arrive in the chaos of World War II (or you could substitute any other war) to stop a single combat medic from becoming one of the many casualties of war. If they don't, the man will never discover the cure to one of the great diseases plaguing their era.

5. A.D. 2938
(Post Apocalypse)
Time Theory: The Unknown.
Possible Scenario: Earth is a blasted ruin. Aliens have brought the PCs here for sport through some bizarre time travel apparatus. The PCs are under the aliens' control for a few hours, then automatically return to their own timeframe. Each trip brings torture and manipulation to the PCs; they realize that the more trips they make, the more they start to "fade" from reality. Can the players figure out a way to stop the aliens before it's too late?



What happens when a medieval priest runs into a futuristic robot? We'll close our eyes.

paradox problems

The point of time travel is to open new areas for your players to explore, not to revise what they did yesterday over and over again. Keep the following in mind:

Few jumps. Occasional big jumps are better than frequent little jumps. You can enforce this by not letting the PCs keep a reliable time travel device or by making only certain dates "open" to time travel. Maybe the "essential swirliness" of the time continuum means that there are only a dozen different dates to which they can travel. Or you could rule arbitrarily that only one version of a person can be in one place at any one time; any others will be D.O.A. If you do allow more than one version of a PC to exist, give the player control *only* over the most "recent" version. Earlier versions should be NPCs controlled by you; this can lead to interesting situations.

Historical knowledge. Knowledge, or lack of it, is another hurdle. Most of us have a grasp of pseudo-medieval Europe, but what about Elizabethan England or South America in the 1700s? Sourcebooks will help but they're difficult to manage if your players suddenly turn up where you least expected. Unless you improvise well, they should travel somewhere only when you're ready for them to go there, so you can prepare the ground ahead of time.

I've assumed you'll use Earth for time traveling. This isn't necessary, but its detailed history makes it so much easier if you do. If you don't, either write a detailed history for your own campaign—and let the players see at least some of it—or pick a world that already has a detailed background; *Traveller*'s universe would work, as would Glorantha's or *MERP*'s. If your players don't have a grasp of your world's history, time traveling will bomb.

Erasure. A big problem when you're GMing with a fragile history or a parallel reality timeline is that you'll continually be erasing all your hard work. Your campaign gets rubbed out each time. All those NPCs you lovingly detailed never existed.

You can get around this in a way that's still satisfying for the players by using this theory: The soul is immutable. People's histories can be changed, but their souls, their personalities, stay the same. So the same NPCs exist in different circumstances, with different memories.

Let's say, in a fragile timeline, superheroic PCs return to their present to find they've accidentally allowed Japan to win World War II. Their archenemy Dr. Megatonne never existed, but a similar miscreant with the same traits currently does. Only now, this "new" villain is the commander of a POW camp, where all captured resistance fighters are sent.

The PCs—they discover from "old friends" who know them by other names—are such resistance fighters...

time's up

Time travel offers some interesting philosophical paradoxes, but while these may work well in novels or in the smoke-filled rooms of student discussion groups, they usually suck wind in a game situation. The whole point is to take your players somewhere interesting and new, not just to whisk them out of the dungeon and into a confused argument. Your campaign might be sophisticated, but don't lose sight of the fact that roleplaying is about having fun, not crunching logic.

So what are you waiting for? The history of the universe is at your fingertips. It's about time you got started...

Dan Joyce wishes he had the keys to Dr. Who's TARDIS, so he could throw them away.

Check-out Time

Here are some of our favorite time travel resources:

GAMES

Feng Shui
The ultimate action RPG. Eunuch sorcerers, martial artists, men in black suits and futuristic cyber-demons try to erase each other. The PCs are caught in the cross-fire.

GURPS Alternate Earths
A sourcebook giving alternate histories. Invaluable for "infinite timelines" or "fragile history" games.

GURPS Time Travel
Offers a survey of time travel adventures and dimension travel in fiction and scientific thought as well as insights on possible paradoxes, campaign backgrounds and a timeline of interesting dates.

BOOKS

The Anubis Gates, Tim Powers.
A 20th century historian travels to London circa 1810. Classic "fixed history."

The Fall of Chronopolis,
Barrington J. Bayley.
Two empires try to erase each other from history. Excellent time theories.

Lightning, Dean R. Koontz.
Nazis try to win World War II by time traveling into the future.

"A Sound of Thunder,"
Ray Bradbury (short story in *R is for Rocket*).
A time traveler hunting a *Tyrannosaurus rex* changes the course of history with a single mistake.

The Time Machine, H.G. Wells.
The original. A Victorian inventor travels into a ghastly far future.

FILMS

"The Terminator" (1984)
A cyborg assassin tries to kill the mother-to-be of the leader of the human rebels. Fragile history: "There is no fate but what you make."

"Twelve Monkeys" (1995)
A survivor in a plague-ridden future returns to our present to attempt to locate an original sample of the virus so future scientists can create a vaccine. Fixed history.

BAD to the BONE

Games We Don't Want to See

By Rick Swan and the *InQuest* staff. Artwork by Brian Douglas Ahern.

Grade A stinkers abound in the world of gaming. We named more than a dozen in last year's "Games That Suck" article (*InQuest* #29). But it's not enough to just name 'em; we want to stop them: stamp 'em out before they ever get made. So, as a preemptive strike, we compiled a list of games that should never be made. Ever. Games that would stink so bad they'd peel the paint, scorch the wallpaper and send buyers fleeing for the hills.

So join us as we look at some of these losers. We'll peek at the pathetic premise, the would-be audience (Its Only Chance), possible expansions (The Franchise) and the ultimate reason for the game's demise (The Worst Part). You may want to get a clothespin to protect those delicate nasal passages before reading further.



Sesame Street RPG

Premise: To get a piece of that high-spending young audience, White Wolf decides it needs to license a big property. But all the good one's have been taken, except... "Sesame Street." In this chilling RPG, titled *Oscar: The Grouching*, you assume the role of a pissed-off puppet. With disciplines like Alphabetaulogy, Countecism and a key stat based on how much room your character has to accommodate a hand up its butt, characters struggle to find their place in the Goth-Pup world. Gradually they become Dark Muppets, also known as Mupperou. As their fiery world, known as ChiTeWo, closes in on them, the Mupperou each confront their greatest horror: "Evil" Ernie faces the rubber ducky from hell; Bertferatu must face The Count for leadership of the clan; Cookie Monster is stalked by a garlic macaroon. Mupperou advance through the Traditions, passing from the Masquerade to the Progeny until they at last become the Stuffed, a state which can only be attained through regular sustenance in the Binky Pool.

Its Only Chance: TV stations start intercutting "Sesame Street" with horror movies, introducing characters like Fozzie Krueger, Norman "Big Bird" Bates and Tickle-Me Jason.

The Franchise: Significant crossover potential with other children's shows. New characters could include Assamite Sam, Ravnos Runner and Brujah Bunny.

The Worst Part: When exposed to the fiery pits of the underworld, Mupperou tend to ignite. Every sourcebook is sponsored by the numbers 6, 6 and 6 and the letters d, i and e.

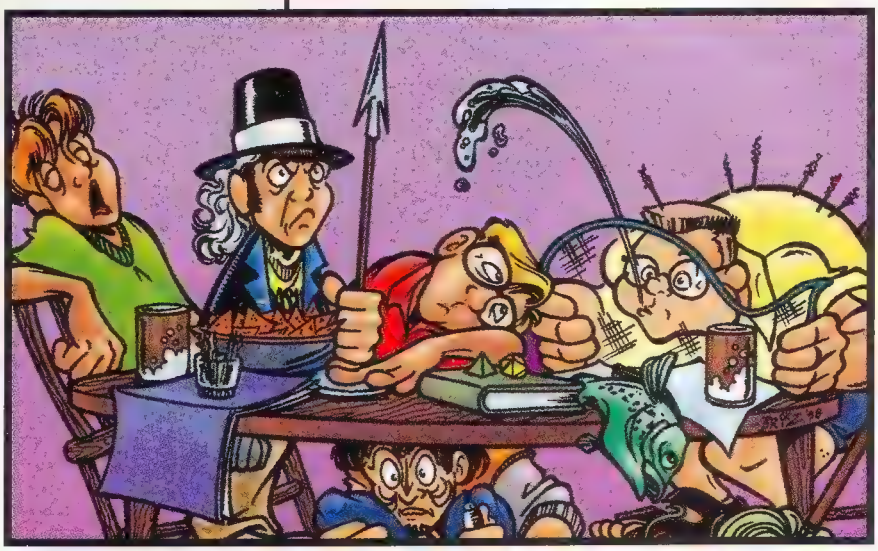
Moby Dick RPG

Premise: The gamemaster plays the whale, known as *el grande Moby* in the Spanish version. The players, as the captain and crew, are rated for Endurance, Stamina, Endurance and Disguise Self as Carp. The typical game—actually, every game—revolves around the captain and crew roaming the ocean, looking for whale, not finding whale, going home. A "Swab the Decks" sequence occurs between games where the captain earns experience points for (1) giving inspirational speeches about whale obsession and (2) buffing his leg. The crew earns them for (1) staying awake and (2) not giggling. The game really comes alive roughly two percent of the time when you get to roll a "thar she blows" encounter. The crew then gets to launch toothpick harpoons at the GM, while he simulates whale spray by filling up his mouth with Dr. Pepper and popping his cheeks.

Its Only Chance: Game is declared a classic and kids are forced to play it in school.

The Franchise: James Cameron makes game into an epic film, West End gets rights to RPG based on the film (but releases no supporting materials), Wildstorm Studios makes a *Dickblade* comic based on a Wizards of the Coast CCG. Action figures follow...

The Worst Part: Keeping Ahab's wooden leg away from beavers.



Spice Girls CCG

Premise: Colorful deck includes multiple images of Sporty, Baby, Scary, Muggy and Loopy, plus two auxiliary members, Stinky and Bloaty. Each card contains only one number for "Girl Power," either one, two or, uh, two. To play, deal out six cards, then take 15 minutes to arrange them right-side-up in hand. If successful, players then attempt to add up "Girl Power" ratings—whoever scores highest, wins. Weeee! Advanced game involves the Spice Girl Challenge, where players lay cards on the table and shout "girl power!" along with the card's value. After players have placed their cards, they roll dice to see who wins.

Its Only Chance: Collectors will want to acquire entire set that, when assembled, shows a life-sized reproduction of Baby Spice's butt. Hardcore fans will want to confirm the rumor that the deck contains a nude photo of Stinky. Manufacturer, however, will deny everything.

The Franchise: Expansion decks introduce additional power cards like three's and four's. Whoever currently owns *OverPower* will claim game violates their patented play methods, ending franchise.

The Worst Part: Trying to figure out how many is six.



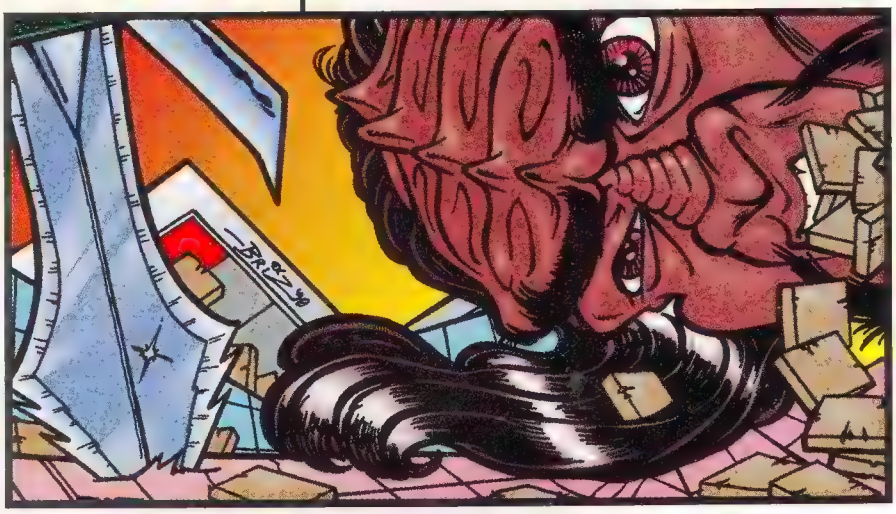
Klingon Scrabble

Premise: Players decide who goes first after participating in the Sacred Right of Kar'qap Uulon, where opponents hold each other to the floor and stuff tiles down each other's throats. This continues until somebody barfs, at which point his family is admitted into the High Council and the *Scrabble* game can get underway. First player screams the warrior's cry, hacks up tiles into a bucket. While they're floating around like alphabet soup, he forms words. Every word counts. "Klaataka," "blhq" and "q'aapla" are all legal, making for an interesting but lengthy game. Victory goes to whoever wins Martaâk Fun'gan's Showdown of Honor, in which players use the game pieces as weapons. Double points are scored for landing blows to the head with the game board. Putting an eye out with a Q, X or Z tile ranks as a Triple Wound Score.

Its Only Chance: Those guys at conventions.

The Franchise: Klingon fever sweeps the country. Milton Bradley releases *Bat-lethship*; Mayfair, *Klingon Encounters* and Parker Brothers, *(Get A) Clue.*

The Worst Part: Barf-encrusted tiles reek of blood wine. Fourteen Q's in Klingon version of *Scrabble.*



Brady Bunch RPG

Premise: Players assume the roll of one member of the cast (Mom, Dad, Alice, Greg, Peter, Bobby, Marsha, Jan, Cindy, Bloaty, Stinky), with statistics determined for Attractiveness, Intellect and Acting Like a Dork. Each PC competes for victory points by completing a specific task. For example, boisterous Peter must date the girl of his dreams; determined Greg must nail Mom; loyal Dad must nail Bobby; fun-loving Jan must subject Marsha to painful lingering torture. Bonus points are awarded to any cast member who successfully exposes guest star Keith Partridge as a woman.

Its Only Chance: A surprising number of potential buyers are still hot for Alice.

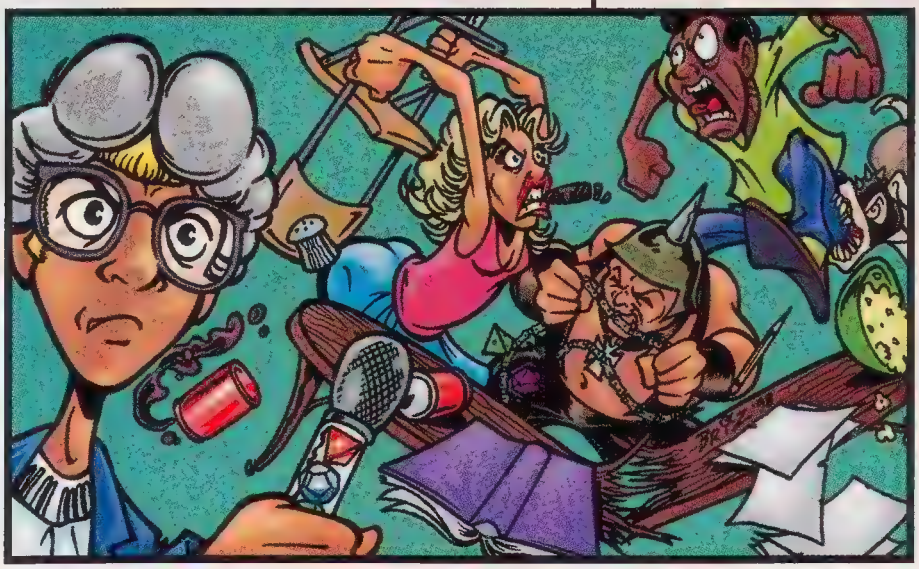
The Franchise: Campaign modules include *A Very Brady Amputation* and *The Brady Girls Get Neutered.*

The Worst Part: Players must begin each game by singing the theme song while forming letters with their bodies like The Village People.



Jerry Springer RPG

Premise: Players begin by rolling on three charts to determine type of guest they'll be portraying: 1. General Category (Angry Men... Transsexual Children... Bi-Racial Cyber Sluts...) 2. Forbidden Activity (Who Are Attracted To... Who Want To Beat Up... Who Want To Urinate On...) 3. Innocent Victims (Wrongly Imprisoned Felons... Women Who Once Were Men... Bigamist Corpses...) Stats are then rolled up for Charisma, Fast Talk and Expertise With Folding Chair. Gamemaster assumes the role of Jerry Springer; PC guests argue and bicker until a fist fight breaks out or everyone feels compelled to take off their clothes.

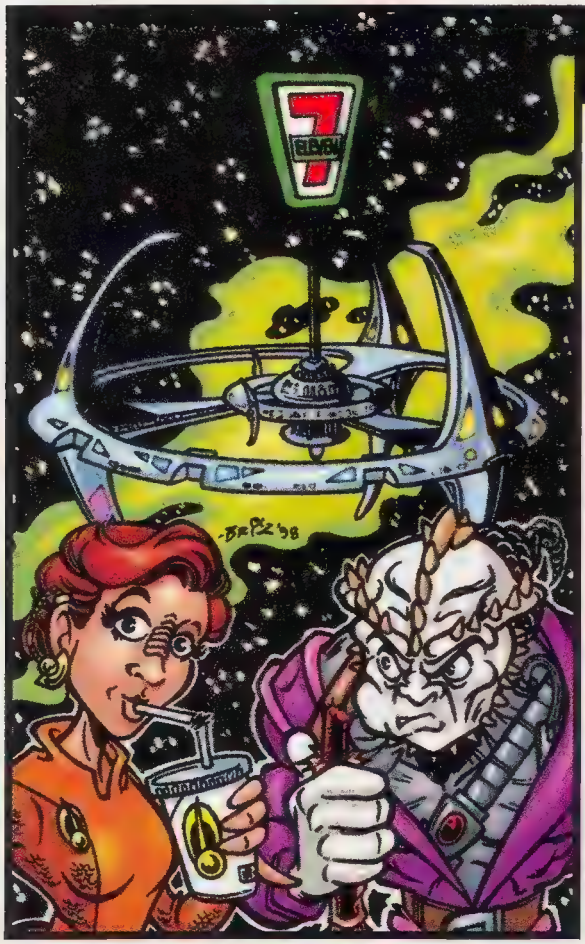


Its Only Chance: Game fans encompass surprising number of exhibitionists.

The Franchise: Pregenerated adventures include *I Married My Split Personality, Marilyn Manson's Baby is My Eye Doctor and Cross-Dressing Hamsters in the KKK.*

The Worst Part: Getting ass kicked by *Ricki Lake* RPG.

Deep Space 7-Eleven RPG



Premise: In the far-flung future, on the edge of known space, a band of intrepid entrepreneurs have established an intergalactic convenience store known as Deep Space 7-Eleven. You begin by rolling up an alien (Vulcan, Romulan, Blue Guy With Antler Thingies) and the basic skills (Pilot Spacecraft, Aim Phaser, Operate Weenie Machine). Then, as one of the entrepreneurs, it's your job to transform this struggling enterprise into a thriving money machine, and it won't be easy. Not because of threats of war, not because of hostile extraterrestrials, but because, well, there isn't that much business out there in the middle of nowhere, you dope. Between long stretches of sitting around, you'll bargain with wily Klingons over the price of Lucky Strikes, comfort distraught Romulans over losing Power Ball tickets and thwart underage Ferengi attempting to buy Bud Lite. But mostly, you sit around.

Its Only Chance: Fair number of players with Buick-sized butts.

The Franchise: Finely detailed miniatures add touch of realism, such as Vulcan Ambassador Sipping Slurpee and Romulan General With Twinkie.

The Worst Part: Time spent unclogging Cheeto-stuffed transporters.

Rick Swan and the InQuest *Staff were official sphere moisteners for the Klingon spitball team.*

CONTEST

Wizards of the Coast presents:

"Get Outta Rath!"



In *Exodus*™, the newest Magic: The Gathering® expansion, the crew of the *Weatherlight* is trying to get out of the dark plane of Rath. But, like many Magic aficionados, they took time out to read *InQuest*.

Unfortunately, they got so into reading this issue they actually *got lost in the magazine*. Now, it's up to you to locate the missing crew members before the portal closes. How? Just find the matching illustrations of Gerrard, Karn, Sisay, Squee and Tahngarth and write down what page you found 'em on. It's as easy as pulling a sliver out of a Mogg's paw. So get searchin', Sparky!

GRAND PRIZE (1):

One lucky mana top banana will win a complete set of the Rath Cycle (*Weatherlight*™, the prequel to the Rath Cycle; *Tempest*™; *Stronghold*™ and *Exodus*), plus a complete four-issue set of the new *Magic: The Gathering* comic book series from Dark Horse Comics, *Gerrard's Quest*™.

FIRST PRIZE (5):

Five almost-as-lucky mana bananas will each win 10 *Exodus* booster packs, two random *Exodus* preconstructed decks and the complete set of *Gerrard's Quest*.

SECOND PRIZE (10):

Ten others will split with five *Exodus* booster packs, one random *Exodus* preconstructed deck and a complete set of *Gerrard's Quest*.

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THIS MONKEY'S CONTEST IS SPONSORED BY WOTC, AND THEY KEEP GETTING CRAZY WITH OUR MONEY.

EXODUS

Fill out the entry form and put it in an envelope. Send to: **"Get Outta Rath!" *Exodus* Contest, c/o *InQuest*, P.O. Box 118, Congers, NY 10920-0118. Deadline is July 31, 1998.**

NO ESCAPE FROM THE LAW

No purchase necessary. Contest is open to anyone except employees of Wizard Entertainment, Wizards of the Coast, their immediate families and Volrath. Geez, you have your own plane of existence! Isn't that enough ya greedy bastid?! Print your name, date of birth, address, city, state, zip and telephone number with area code on the official entry form or a 3-by-5-inch index card, and attach the form or card to your entry. Enter as many times as you like. Mail each entry separately to: The "Get Outta Rath" *Exodus* Contest, c/o *InQuest*, P.O. Box 118, Congers, NY 10920-0118. No mechanical reproductions of completed forms are accepted, but you can photocopy the entry form before filling it out if you don't want to mess up your magazine. All entries become property of Wizard Entertainment and none will be returned. All taxes (federal, state and local, if any) will be the responsibility of the prize winners. Prizes are awarded in the names of the contest winners and are not transferable. Offer void where prohibited, regulated or restricted by law in a manner inconsistent with the purposes and rules hereof. **All entries must be received at contest headquarters by July 31, 1998.** Wizard Entertainment is not responsible for lost, late, misdirected or mutilated entries. Winners will be randomly selected from completed entries by Wizard Entertainment. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Winners will be notified no later than September 4, 1998. If an entrant, having been declared as a winner, does not accept the prize or the prize or prize notification is undeliverable, another entry will be selected. In the event that a prize is not available or it becomes impossible for the sponsor to award the prize which has been designated, the sponsor retains the right to substitute a prize or product of equal value to the winner. Determination of whether a prize or product is of equal value is in the sole discretion of the sponsor. Winning entries will be selected on or about August 14, 1998. Wizards of the Coast, **Magic: The Gathering**, and *Exodus* are trademarks of Wizards of the Coast, Inc. Illustrations by Douglas Shuler, Andrew Robinson, Anthony Waters, Kaja Foglio, Daniel Gelon and Pete Venters. © 1998 Wizards of the Coast.

For a list of winners, available after August 14, 1998, send a self-addressed stamped envelope to: The "Get Outta Rath" *Exodus* Contest, c/o *InQuest*, P.O. Box 118, Congers, NY 10920-0118.

ENTRY FORM

"GET OUTTA RATH!" *EXODUS* CONTEST

DEADLINE IS JULY 31, 1998.

Name _____ **Age** _____

Address _____

City _____ **State** _____ **Zip** _____

Phone Number (with area code) _____ **E-Mail Address (if ya gots one)** _____

CHARACTER	PAGE	CHARACTER	PAGE
1) GERRARD	_____	4) SQUEE	_____
2) KARN	_____	5) TAHNGARTH	_____
3) SISAY	_____		

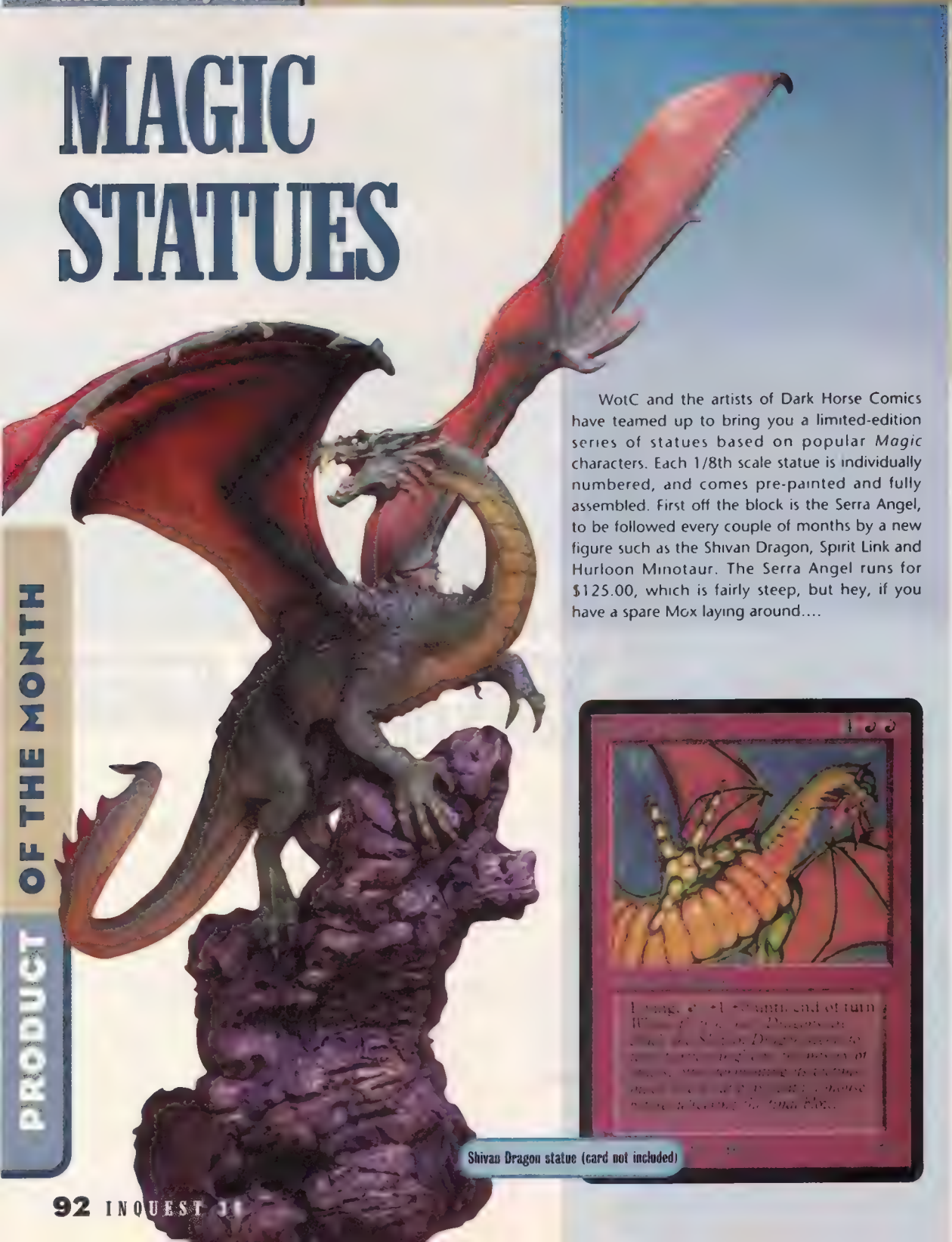
TREASURE CHEST

BY ALLEN VARNEY, CHARLENE HUGESO AND THE INQUEST STAFF

THE COOLEST GAMING-RELATED MERCHANDISE AROUND

PRODUCT OF THE MONTH

MAGIC STATUES



WotC and the artists of Dark Horse Comics have teamed up to bring you a limited-edition series of statues based on popular *Magic* characters. Each 1/8th scale statue is individually numbered, and comes pre-painted and fully assembled. First off the block is the Serra Angel, to be followed every couple of months by a new figure such as the Shivan Dragon, Spirit Link and Hurloon Minotaur. The Serra Angel runs for $125.00, which is fairly steep, but hey, if you have a spare Mox laying around....

Shivan Dragon statue (card not included)



BABYLON IN MINIATURE

When you're fighting for the Third Age of Mankind, it's always good to know you have a warfleet or two in your pocket. Now that Agents of Gaming is producing *Babylon 5* ship miniatures, you can have all the firepower you need for the licensed *Babylon 5* game or any other science-fiction miniatures game you may see fit to play. AOG has shipped over a dozen models, including fighters ("B5"'s familiar Star Fury, Narn Frazi, Centauri Sentri, Minbari Nial and Flyer, $6.95 apiece in three-ship blister packs), warships (Earthforce Hyperion, $8.95; Centauri Vorchan, $6.95) and heavyweights like the Earthforce Omega Destroyer and Minbari Sharlin WarCruiser ($11.95 each). At least eight more sculptures await Warner Brothers approval, and AOG has ambitious plans for dozens more, including every ship yet seen and the B5 and B4 stations.

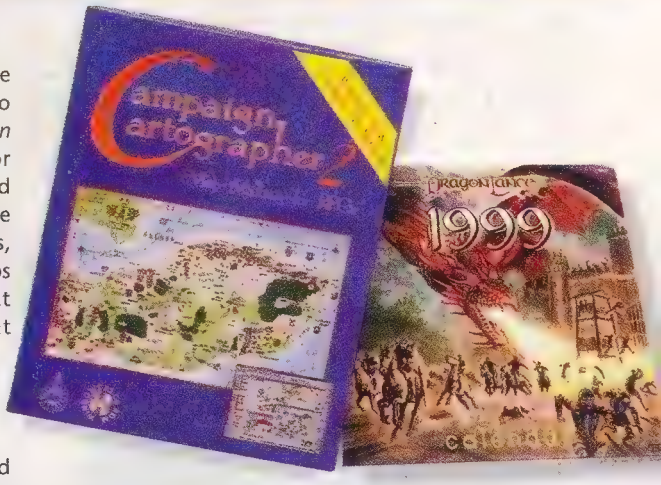
AOG sells the miniatures unpainted, but you can ogle their snazzy paint jobs at www.agentsofgaming.com/b5wminis.htm. Questions? E-mail aog@agentsofgaming.com.



Teeny, tiny hunks of metal all alone in the night

MAP YOUR WAY HOME

If your best RPG mapping supplies up till now have consisted of crayons and colored paper, ProFantasy rides to your rescue with its software mapping program *Campaign Cartographer 2* tied to its saddle. Now revved up for Windows 95/NT, *CC2* allows you to design floorplans and maps for fantasy, modern and science fiction settings. Use over 500 symbols for fantasy and contemporary maps, including heraldry, fonts and icons to bring your RPG maps to life. *CC2* sells for $75.95 plus shipping. Contact ProFantasy at 1 (800) 841-1487 or on the Web at http://www.profantasy.com/profant for more details.



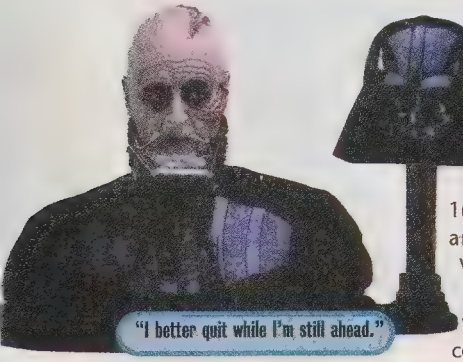
Campaign Cartographer and TSR *Dragonlance* calendar

VADER REVEALED

Darth Vader has been immortalized in an incredibly detailed life-sized bust by Mario Chiodo. The Darth Vader Reveal Maquette exactly duplicates the de-helmeted Anakin Skywalker as seen in the final moments of "Return of the Jedi."

At $1,325, it's no steal, but you sure get your money's worth. Anakin's scarred face is hand-finished latex. The 30-inch sculpture, complete with satin cape, uses the same materials as the original movie costume. The shoulder pads and chest plate were modeled in fiberglass from original Lucasfilm molds, as was the detachable helmet on its separate display stand. The run is limited to 9,500 units.

Contact Illusive Originals at 1(800) 258-1044, or for an up-close peak at Vader's head, visit Collectors Empire at www.collectorsempire.com/illusivereveal.htm



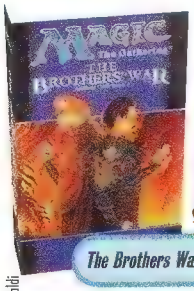
"I better quit while I'm still ahead."

YEAR OF THE DRAGON

According to the Chinese calendar, the next Year of the Dragon will be the year 2000. But TSR is making 1999 the draconian year... at least for *Dragonlance* fans who want to spend a year with Tanis, Tasslehoff Burrfoot and other fun Krynnish folks. If you're tired of observing Presidents' Day and Halloween, this full-color *Dragonlance* calendar ($12.99), with art drawn from past game and book covers, marks major Krynn holidays and birthdays of the characters. (But just try getting off work for Lord Soth's birthday...)

For more information, check www.tsrinc.com or your local bookstore. Incidentally, by the Chinese calendar, 1999 is the Year of the Hare.

FAMILY FEUD

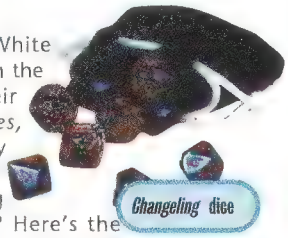


The Brothers War

Photo: Paul Schiraldi

Ever since *Antiquities*, WotC has dropped dark hints about the ancient war waged by the brothers Urza and Mishra which destroyed Dominaria and caused the Ice Age. Jeff Grubb, longtime TSR staff designer and novelist, has laid bare the gory details of this conflict in the first of a new line of *Magic* novels from Wizards of the Coast. Trained as a civil engineer, Grubb fashioned Urza and Mishra's characters to dramatize the conflict between his own technical and artistic sides. To see which side of Grubb won, check your nearest bookstore for *The Brothers War* ($5.99).

DICE O' DARKNESS


Changeling dice

Dice are hard to hype, but White Wolf gives it a go in the text on the box of new dice sets for their *Vampire: The Dark Ages*, *Changeling*, *Mage* and *Trinity* lines (10 10-sided dice complete with color-coordinated carrying bag, each for $6.99). Ready? Here's the pitch: "Now you can bring unpredictability to your *Changeling* game. Chimerical and festive, these dice will take your game one step closer to the Dreaming. These dice are a necessity for any who would brave these dark times." Ball or strike? Who cares? They look cool. While the umpires are conferring, review the evidence at your local game store or www.white-wolf.com.

YOUR WHOLE LIFE ON A CARD

When the first abacus-style *Magic* life counters came out, players abandoned their glass beads and dice in droves. Only problem was that the new counters were darn heavy. Enter...UltraPro!


Magic counters

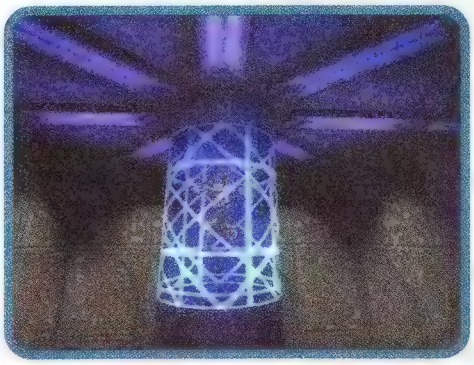
UltraPro, makers of Deck Protector card sleeves and DeckPro deck boxes (see "Treasure Chest" in *IQ* #36) is producing licensed *Magic* life-counter cards in sturdy plastic ($2). Each card is illustrated with its picture from its *Magic* card: Hammer of Bogardan, Lotus Vale, Relentless Assault, Silver Queen, Meditate and Balduvian Horde. Make a flashy new fashion statement on the tourney floor with a color-coordinated deck, box and life counter! This and other ingenious inventions can be seen at www.ultra-prostorage.com. We're still waiting for licensed Atog underpants.

LOVECRAFT A TO Z

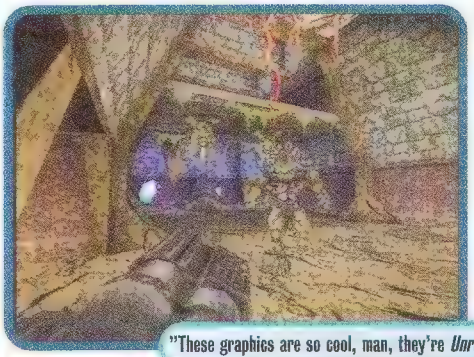
If you ever find yourself in a Cthulhu spelling bee, your only hope of survival is Chaosium's *Encyclopedia Cthulhiana*, compiled by Daniel Harm ($14.95). Chaosium's second edition reference guide covers all things Cthulhu—from Abith to Zvilppoggua—with new thumbnail illustrations, a billion-year timeline, "A Brief History of the Cthulhu Mythos" and yet more Necronomical information. If you think you can handle all of this forbidden lore, seek out this 448-page tome at specialty bookstores, www.chaosium.com or e-mail chaosium@chaosium.com.

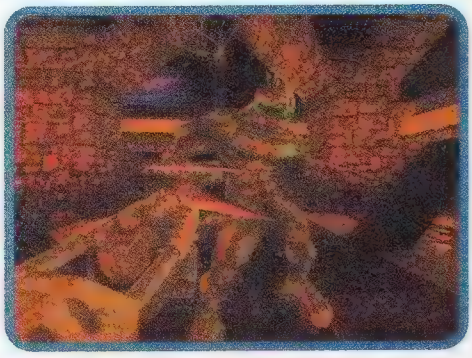
COMPUTER GAME OF THE MONTH

SHIPPING FOR REAL



In Digital Extremes' *Unreal*, the alien prison starship *Vortex Rikers* crash lands on a hostile world where Skaarj warriors have enslaved the mystic Nali High Priests. Armed with a flak cannon, razorjack and stinger, you fight your way through tarydium mines, Nali ruins and a sky city—killing Krall hunders, bioengineered Brutes, and about 25 other icky races who get in your way. Yes, it's a 3-D shooter, but 24-bit color, detailed enemies, vast levels and easy multi-player setup have kept thousands of *Quake* fans waiting impatiently for over two years. As you read this, *Unreal* should finally have shipped from distributor Epic Megagames. Lose touch with reality at www.unreal.com.


"These graphics are so cool, man, they're *Unreal*."



MAGIC PADS

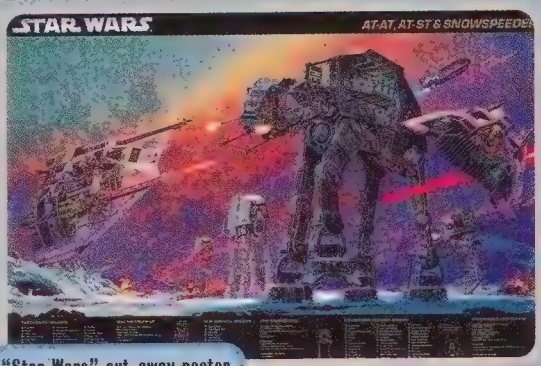
Naturally, you've already decked yourself out with *Magic* T-shirts, card boxes, counters, calendars and Black Lotus tattoos, so your only remaining accessory is the official *Magic: The Gathering* mousepad from Graphic Finishers of America ($9.95 each). Lest you think you can sate your appetite with but one mousepad—and they are *limited* editions—know that there are six in the first series, featuring the likes of the Rathi Dragon, the Weatherlight, Black Lotus, Morinfen, Commander Greven *il*-Vec and our old buddy, the Juzam Djinn. According to Michael Rokop at Graphic Finishers of America, a web page is imminent. In the meantime, call toll-free 1 (800) 325-9333 for more information.



Magic's Black Lotus mouse pad

IMPERIAL WALKERS BARE ALL

Ever wonder what Luke blew up inside that Imperial Walker with his grenade? Now you can fully visualize the carnage as you gaze into the inner recesses of the Empire's All-Terrain Armored Transport. The latest in Sci-Pub Tech's series of *Star Wars* posters, this huge, 36"-by-24" AT-AT and Snowspeeder Cutaway Poster reveals the interior of not only the Imperial Walker, but one of Rogue Squadron's snowspeeders. Sci-Pub Tech is offering a regular print for $19.95, and a $40 deluxe edition on heavy paper—signed and numbered by the artist—which comes with a Certificate of Authenticity. To get your poster, visit your favorite specialty shop or www.scipubtech.com/.



"Star Wars" cut-away poster

HELM OF CHATZUK

Okay, so it isn't really a *Magic* card—hell, it isn't even an *L5R* card—but we defy anyone facing you across the game table not to be intimidated when you appear wearing this 20 gauge steel samurai helmet made by the craftsmen at Valentine Armouries. This particular beauty was a special order that went for $800 samolians. Depending on your own personal tastes, the lacing on the neck piece comes in several different colors, and the fierce black *mempos,* or mask, can be any design you want. They'll be happy to work with you to create something truly unique. Contact Valentine Armouries through their website at www.var-mouries.com.



Bow with style in your new helmet.

WHITE WOLF TO A "T"

White Wolf is producing a new T-shirt. Guess what color it is. G'wan, guess! Chartreuse? Mauve, maybe? Turquoise? Silly person! If it's from White Wolf, basic black is the only possible answer. Now available in big'n beefy size is the official Trinity Tee ($17.95), featuring a Leif Jones illustration of the Psions defending the Æon Trinity from Aberrants and other futuristic nasties. For more info, visit White Wolf Game Studio at www.white-wolf.com.



White Wolf's T-Shirts

WE WANT YOUR GOODIES

Want your gaming-related merchandise featured in "Treasure Chest"? Don't just stand there nodding, package up a copy and send it to us. If it's good and we like it, you'll see it in these pages. Send the loot to:

TREASURE CHEST
INQUEST NEW PRODUCTS
151 WELLS AVE.
CONGERS, NY 10920
FAX: 914-268-0053

CARDSTOCK

Tracking trends in the card game market

Once again, people, this is "Cardstock," and I am former Iowa resident Lars Pearson, the only man in the gaming industry with rabbit trophies in his office. Go figure.

First, a quickie: ***DOOMTOWN***, a new CCG based largely on the Wild West and poker, is selling strong, but singles trading remains syrupy because the booster packs, each with three rares, are giving consumers terrific value for your money while simultaneously crushing *Doomtown*'s overall market value. By the way, don't ignore the Joker, a card that is of course wild, doesn't count toward your deck allotment of 52 cards and is your best asset during gunfights.

Second, consider *Magic*. Aside from the news that ***STRONGHOLD*** is the most volatile *Magic* expansion right now (c'mon, like ya didn't know), the cards on players' minds this month are:

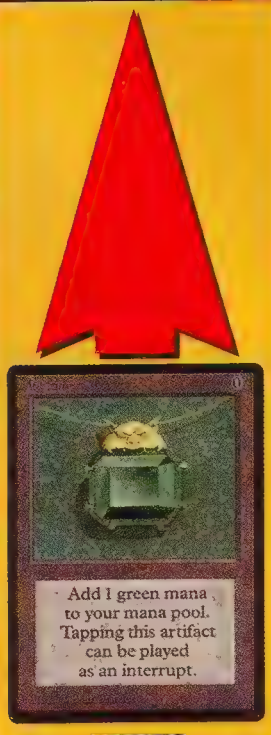
- **MOX DIAMOND** (*Stronghold*)—Everyone's out to get a Mox Diamond, that lusterful, mana-generating gem with the damnable limitation that you have to pitch a land to bring it into play. It finally dawned on players that Harvest Wurm, a common *Weatherlite* card, can return any basic land card from your graveyard to your hand, offsetting the loss. There's no way the common Wurm will go up in price, but the new strategy has made Mox Diamond a more popular diamond than the Pink Panther.
- **ROLLING STONES** (*Stronghold*)—Like comedian Stephen Wright, we love the Stones. All the Stones. The rock band. Fred and Barney. And now, players love Rolling Stones, one of the more underrated *Stronghold* cards. It allows walls to attack, turning formerly passive cards like Sun Web (*Mirage*) and Carnivorous Plant (*Fourth Edition, The Dark*) into mobile barriers of terror.
- **MEGRIM** (*Stronghold*)—Surprisingly popular for an uncommon card, Megrim gives your opponent two damage whenever he discards. The repeated hits will make him cuss up a bluestreak, especially if you employ Prosperity (*Visions*), forcing him to draw and overloading his hand.
- **TRADEWIND RIDERS** (*Tempest*)—1) Tap your Tradewind Rider, plus two other creatures you control; return a target permanent to its owner's hand. 2) Watch your opponent sweat blood.
- **NECROPOTENCE** (*Fifth Edition, Ice Age*)—Let's be honest: Many *Magic* players are obsessed with death, perhaps due to the pasty white complexion they get from playing cards and never seeing the sun. But who're we to complain? Anyhoo, Necropotence lets you set aside the top card of your library, then add it to your hand at the start of your next discard phase—the foundation of the aptly-named Necro deck.
- **BALL LIGHTNING** (*Fourth Edition, Fifth Edition, The Dark*)—An old favorite because there's something satisfying about zapping your opponent, Ball Lightning is augmented by the *Stronghold* common Fling, which lets you sacrifice a creature and deal damage equal to its power.

That's all for now. Take care, and in the words of Shakespeare, "Cowards die many times before their deaths, the valiant only taste of Deathlace but once."

PRICE GUIDE CONTRIBUTORS

A & S Comics in North Bergen, NJ; Adventures in Comics & Games in Carmichael, CA; All About Books & Comics V in Tempe, AZ; All American Comics in St. Louis, MO; All Pro Sports in Newark, DE; American Comics & Cards in Chattanooga, TN; Augusta Comics & Cards in Carmel, IN; Austin Books in Austin, TX; Barry's Collectors Corner in Grand Forks, ND; Bob's Hobbies in Springfield, MA; A Book Deal in Roswell, GA; Book & Music Exchange in Louisville, KY; Books, Comics & Things in Ft. Wayne, IN; Books Galore in Erie, PA; Brainstorm Comics in Frederick, MD; Brandywine in West Chester, PA; Broadway Comics in Valrico, FL; Card & Comic Arcade in New York, NY; Card & Comic Empire in Huntzville, AL; The Card & Comic Shop in Port Lavaca, TX; Cards, Coins & Collectibles in Monroe, LA; Cards & Comics, Inc. in Twinsburg, OH; Castle Archon in Erie, PA; Castle Comics in Portsmouth, OH; Chimera Comics & Cards in Fond Du Lac, WI; Classic Comics in San Angelo, TX; Claude's Comics in Hatboro, PL; Coastside Comics in Pacifica, CA; Collector's Choice in Athens, TN; Collector's Lair in Lynchburg, VA; Collector's World in Anderson, IN; Comic City in San Diego, CA; Comic Cubicle in Williamsburg, VA; Comic Dreams in Manteca, CA; Comic Dungeon in Riverside, CA; The Comic Shop in Fairbanks, AR; The Comic Shop in Garden City, KS; Comics on Parade in Santa Barbara, CA; Comic Town in Reynoldsburg, OH; Comic World, Inc. in Stafford VA; Comics Warehouse in Albuquerque, NM; Comics & Comix Inc. in Rocklin CA; Comics Inc. in Fayetteville, NC; Comically Speaking in Maynard, MaA; DR Comics & MR Games in Oakland, CA; Daddy's Toys in McHenry, IL; Discount Hobby in Kalamazoo, MI; Dover Cards & Comics in Dover, NH; Dragon's Lair in Austin, TX; The Dragon's Lair in West Springfield, MA; Dreamscape Comics in Easton, PA; Dugout Sportscards in Corpus Christi, TX; Eagle Hill in Presque Isle, ME; Fantasy Factory in Dalton, GA; Fantasy Works Comics in Aurora, CO; Fantasy Zone Comics in North Kingstown, RI; Fiction Comics in Porterville, CA; Front Row in Severne Park, MD; Gallop's Comics & Games in Statesboro, GA; Game-Alot in Santa Cruz, CA; Games, Crafts, Hobbies & Stuff in Overland, MO; Games Plus in Woodinville, WA; Gator Country Cards & Comics in Gainesville, FL; Golden Comics in Action, MA; Golden State in Sebastopol, CA; The Great Escape in Louisville, KY; Gridiron Comics & Games in Manchester, CT; Hansen's Hobbies in Wilmette, IL; Harvey's Sports and Comics in West Harvey, CT; Heroes and Fantasies in San Antonio, TX; High Five Sport Cards in Fremont, CA; Hobby Center in Hattiesburg, MS; Hobbytown USA in Las Vegas, NV; Home Field Inc. in Portland, OR; Jennings Collectibles in Huntsville, AL; Key's Games & Hobbies in Moline, IL; La Jolla Sportscards in La Jolla, CA; Legacy Comics & Cards in Colorado Springs, CO; Leisure Hours Hobbies in Joliet, IL; Lion & Unicorn in Hoover, AL; M&M Sports Cards and Comics in Cedar Rapids, IN; Meridian Cards & Comics in San Jose, CA; Mission Games in Mission, British Columbia, Canada; Nostalgia Ink in Jackson, MI; Oak Leaf Comics in Cedar Falls, IA; Odin's Cosmic Bookshelf in Lilburn, Ga. and Stone Mountain, GA; Outer Limits in Clifton, NJ; Paul & Judy's in Arthur, IL; Paper Heroes in Killeen, TX; Pee Wee Comics in Canoga Park, CA; Premier Collectibles in Greenwood, IN; R & B Newsstand Co. in Bowling Green, OH; Sean's Locker Room in Somerset, PA; Shahrazad Games in Lexington, KY; Shinder's in Minneapolis, MN; Sidelines in Dayton, TN; Slam Dunk in Oceans Springs, MS; S-N-S Collectibles in Lake Ridge, VA; Source Comics & Games in St. Paul, MN; Tabletop Game & Hobby in Lenexa, KS; Texas Game Co. in Allen, TX; The Time Tunnel in Statesville, NC; Thunderation Comics in Henderson, NV; Titan Games and Comics III in Smyrna, GA; TJ's in Middletown, NY; Troll and Toad in Keavy, KY; WarGames & Fantasy in Metairie, LA; Who's on First in Westhaven, CT; Wizard World in Nanuet, NY; Yong & Dell's Sports Cards in Lacey, WA; The Zone in Louisville, KY

WHAT'S HOT



MOXES

Magic's family jewels get a $10 across-the-board boost this month. While other *Magic* trends remain trendy, the gems' value remains blessedly long-term.



LEGENDS

As neither a hot premiere edition nor a recent, volcanic expansion set, *Legends* is for a time unlegendary, a set squished between others of note.

WHAT'S NOT

INQUEST price guide

ALPHA LIMITED

WIZARDS OF THE COAST- 1993

Cards have black borders. Alpha cards have rounder corners when compared to Beta cards.

Full Set (295 cards) $3,600.00
Starter Deck (60 cards) 225.00
Starter Box (10 decks) 1,900.00
Booster Pack (15 cards) 125.00
Booster Box (36 packs) 3,500.00

All unlisted cards are 80 % of Beta value.
Unlisted Alpha errors are worth 125 % of Beta value.

- Black Lotus 400.00
- Chaos Orb 100.00
- Force of Nature 45.00
- Forcefield 138.00
- Gaea's Liege 24.00
- Gauntlet of Might 130.00
- Jade Monolith 15.00
- Living Wall 10.00
- Mana Short 18.00
- Mox Emerald 180.00
- Mox Jet 180.00
- Mox Pearl 180.00
- Mox Ruby 180.00
- Mox Sapphire 180.00
- Orcish Artillery 8.00
- Orcish Oriflamme 15.00
- Roc of Kher Ridges 22.00
- Rock Hydra 30.00
- Sedge Troll 25.00

BETA LIMITED

WIZARDS OF THE COAST- 1993

Beta cards are black-bordered.

Full Set (302 cards) 3,400.00
Starter Deck (60 cards) 225.00
Starter Box (10 decks) 2,000.00
Booster Pack (15 cards) 125.00
Booster Box (36 packs) 3,300.00
Unlisted Commons 75

- Air Elemental 4.00
- Ancestral Recall 200.00
- Animate Artifact 2.50
- Animate Dead 3.00
- Animate Wall 6.00
- Ankh of Mishra 10.00
- Armageddon 33.00
- Aspect of Wolf 11.00
- Bad Moon 18.00
- Badlands 42.00
- Balance 30.00
- Basalt Monolith 8.00
- Bayou 42.00
- Berserk 38.00
- Birds of Paradise 38.00
- Black Knight 5.50
- Black Lotus 390.00
- Black Vise 9.00
- Black Ward 2.00
- Blaze of Glory 42.00
- Blessing 12.00
- Blue Elemental Blast 1.00
- Blue Ward 2.00
- Bog Wraith 3.00
- Brainegeyser 25.00
- Burrowing 2.00
- Camouflage 10.00
- Castle 2.50
- Celestial Prism 2.00
- Channel 2.00
- Chaos Orb 80.00
- Chaoslace 5.00
- Circle of Protection: Red 1.00
- Circle of Protection: White 1.00
- Clockwork Beast 7.50
- Clone 12.00
- Cockatrice 10.00
- Consecrate Land 16.00
- Conservator 2.00
- Contract from Below 8.00
- Control Magic 5.00
- Conversion 2.00
- Copper Tablet 15.00
- Copy Artifact 20.00
- Counterspell 14.00
- Crusade 20.00
- Crystal Rod 2.00
- Cursed Land 2.00
- Cyclopean Tomb 62.00
- Dark Ritual 4.00
- Darkpact 8.00
- Deathgrip 2.50
- Deathlace 5.00
- Demonic Attorney 8.00



TOP 10 HOTTEST CARDS

10) Ball Lightning

"Great Balls of Fire!" Uh... How about "Greased Lightning"? No matter what little ditty you hum when you play this puppy, your opponent will be singing the blues. Let's just call this three-red-mana, 6/1 creature what he is—Mr. Direct Damage.

- Demonic Hordes 20.00
- Demonic Tutor 20.00
- Dingus Egg 9.00
- Disenchant 4.50
- Disintegrate 3.00
- Disrupting Scepter 22.00
- Drain Life 2.00
- Dragon Whelp 4.00
- Drain Power 9.00
- Dwarven Demolition Team 9.00
- Earth Elemental 2.50
- Earthbind 1.50
- Earthquake 13.00
- Elvish Archers 12.00
- Evil Presence 2.25
- False Orders 5.00
- Farmstead 8.00
- Fastbond 15.00
- Feedback 2.00
- Fire Elemental 3.00
- Fireball 4.50
- Flashfires 2.50
- Force of Nature 20.00
- Forcefield 120.00
- Fork 38.00
- Fungusaur 10.00
- Gaea's Liege 12.00
- Gauntlet of Might 118.00
- Giant Growth 2.50
- Glasses of Urza 2.00
- Gloom 3.00
- Goblin Balloon Brigade 2.00
- Goblin King 15.00
- Granite Gargoyle 15.00
- Green Ward 2.00
- Guardian Angel 1.50
- Helm of Chotzuk 7.00
- Hive, The 10.00
- Howling Mine 27.00
- Hurricane 3.00
- Hypnotic Specter 16.50
- Ice Storm 35.00
- Icy Manipulator 45.00
- Illusionary Mask 48.00
- Instill Energy 2.00
- Invisibility 7.00
- Iron Star 2.25
- Island Sanctuary 7.00
- Ivory Cup 2.00
- Jade Monolith 7.00
- Jade Statue 20.00
- Jayemdae Tome 28.00
- Juggernaut 8.00
- Karma 4.00
- Keldon Warlord 3.50
- Kormus Bell 8.00
- Kudzu 8.00
- Lance 3.50
- Ley Druid 2.00
- Library of Leng 2.50
- Lich 55.00
- Lifeforce 2.25
- Lifelace 6.00
- Lifetap 2.25
- Lightning Bolt 6.00
- Living Artifact 7.00



TOP 10 HOTTEST CARDS

9) Eladamri's Vineyard

"I want money... a whole lot of precious money... plentya money...so do it right now..." Yeah, well, we're in a musical mood this month. You would be too if you got two free mana each turn—especially if your opponent isn't playing green.

- Living Lands 5.00
- Living Wall 4.00
- Llanowar Elves 2.00
- Lord of Atlantis 14.00
- Lord of the Pit 20.00
- Lure 2.50
- Magical Hack 11.00
- Mahamoti Djinn 24.00
- Manabarbs 7.00
- Mana Flare 18.00
- Mana Short 12.00
- Mana Vault 15.00
- Meekstone 10.00
- Mind Twist 7.50
- Mox Emerald 210.00
- Mox Jet 210.00
- Mox Pearl 210.00
- Mox Ruby 210.00
- Mox Sapphire 210.00
- Natural Selection 38.00
- Nether Shadow 9.00
- Nettling Imp 5.00
- Nevinyrral's Disk 35.00
- Nightmare 28.00
- Northern Paladin 12.00
- Obsianus Golem 2.00
- Orcish Artillery 2.00
- Orcish Oriflamme 2.00
- Paralyze 1.00
- Personal Incarnation 9.00
- Pestilence 2.00
- Phantasmal Forces 2.00
- Phantom Monster 2.00
- Pirate Ship 9.00
- Plateau 45.00
- Power Sink 2.50
- Power Surge 8.50
- Prodigal Sorcerer 1.50
- Psionic Blast 35.00
- Purelace 3.50
- Raise Dead 1.50
- Raging River 45.00
- Red Elemental Blast 1.00
- Red Ward 2.00
- Regrowth 14.00
- Resurrection 4.00
- Reverse Damage 10.00
- Righteousness 10.00
- Roc of Kher Ridges 10.00
- Rock Hydra 20.00
- Rod of Ruin 3.00
- Royal Assassin 33.00
- Sacrifice 3.50
- Savannah 40.00
- Savannah Lions 18.00
- Scavenging Ghoul 2.00
- Scrubland 40.00
- Sedge Troll 14.00
- Sengir Vampire 15.00
- Serra Angel 24.00
- Shatter 1.00
- Shivan Dragon 55.00
- Simulacrum 2.50
- Sinkhole 16.00
- Siren's Call 2.00
- Sleight of Mind 12.00
- Smoke 8.00
- Sol Ring 23.00
- Soul Net 3.00
- Spell Blast 2.00
- Stasis 12.50
- Steal Artifact 2.50
- Stone Giant 2.00
- Stone Rain 3.00
- Sunglasses of Urza 9.00
- Swords to Plowshares 14.00
- Taiga 42.00
- Terror 1.50
- Thicket Basilisk 3.00
- Thoughtlace 5.00
- Throne of Bone 2.00
- Timber Wolves 9.00
- Time Vault 70.00
- Time Walk 250.00
- Timetwister 160.00
- Tropical Island 42.00
- Tsunami 1.50
- Tundra 42.00
- Tunnel 1.00
- Two-Headed Giant of Foriys 50.00
- Underground Sea 42.00
- Uthden Troll 2.50
- Verduran Enchantress 8.00
- Vesuvan Doppelganger 37.00
- Veteran Bodyguard 16.00
- Volcanic Eruption 9.00
- Volcanic Island 42.00
- Wall of Air 2.00
- Wall of Bone 1.50
- Wall of Brambles 2.00
- Wall of Fire 2.00
- Wall of Ice 2.00
- Wall of Stone 1.50
- Wall of Swords 2.00
- Wall of Water 2.00
- Wanderlust 2.00
- Warp Artifact 6.00
- Water Elemental 2.00
- Web 8.00
- Wheel of Fortune 28.00
- White Knight 6.00
- White Ward 2.00
- Will-O'-The-Wisp 22.00
- Winter Orb 20.00
- Wooden Sphere 2.00
- Word of Command 65.00
- Wrath of God 40.00
- Zombie Master 10.00

UNLIMITED EDITION

WIZARDS OF THE COAST- 1993

Cards are white-bordered but otherwise identical to Beta cards.

Full Set (302 cards) $2,350.00
Starter Deck (60 cards) 195.00
Starter Box (10 decks) 1,900.00
Booster Pack (15 cards) 110.00
Booster Box (36 packs) 2,750.00
Unlisted Commons 25

- Air Elemental 1.50
- Ancestral Recall 200.00
- Animate Artifact 1.00
- Animate Dead 1.00
- Animate Wall 3.00
- Ankh of Mishra 3.50
- Armageddon 9.00
- Aspect of Wolf 4.00
- Bad Moon 8.00

Key

ARTIFACT | BLACK | BLUE | GOLD | GREEN | RED | WHITE | LAND

COMMON | UNCOMMON | ★ RARE

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IQ price guide

- ★ Badlands 20.00
- ☆ Balance 6.00
- Basalt Monolith 3.00
- ★ Bayou 20.00
- Berserk 35.00
- ★ Birds of Paradise 9.00
- Black Knight 2.00
- ★ Black Lotus 335.00
- Black Vise 2.00
- Black Ward 50
- ☆ Blaze of Glory 35.00
- ☆ Blessing 5.50
- Blue Ward 50
- Bog Wraith 1.00
- ★ Braingeyser 13.00
- Burrowing 50
- Camouflage 7.00
- Castle 50
- Celestial Prism 1.00
- Channel 1.00
- Chaos Orb 50.00
- ★ Chaoslace 2.00
- ☆ Clockwork Beast 3.00
- Clone 9.00
- ★ Cockatrice 6.00
- Consecrate Land 12.00
- Conservator 50
- ★ Contract from Below 2.00
- Control Magic 2.00
- Conversion 1.00
- Copper Tablet 9.00
- ★ Copy Artifact 12.00
- Counterspell 2.50
- ☆ Crusade 9.00
- Crystal Rod 50
- Cursed Land 1.00
- ★ Cyclopean Tomb 52.00
- ★ Darkpact 2.00
- Deathgrip 50
- ★ Deathlace 2.00
- ★ Demonic Attorney 3.00
- ★ Demonic Hordes 16.00
- Demonic Tutor 7.00
- ★ Dingus Egg 5.00
- ★ Disrupting Scepter 3.50
- Dragon Whelp 2.00
- ★ Drain Power 5.00
- Dwarven Demolition Team 7.00
- Earth Elemental 1.00
- Earthbind 1.00
- ★ Earthquake 6.00
- ★ Elvish Archers 4.00
- Evil Presence 50
- False Orders 5.00
- ☆ Farmstead 4.00
- ★ Fastbond 6.00
- Feedback 1.00
- Fire Elemental 1.00
- Flashfires 1.00
- ★ Force of Nature 10.00
- ★ Forcefield 100.00
- ★ Fork 25.00
- ★ Fungusaur 6.00
- ★ Gaea's Liege 8.00
- ★ Gauntlet of Might 110.00
- Glasses of Urza 50
- Gloom 1.00
- Goblin Balloon Brigade 1.00
- ★ Goblin King 6.50
- ★ Granite Gargoyle 10.00
- Green Ward 50
- Guardian Angel 50
- ★ Helm of Chatzuk 3.00
- ★ Hive, The 4.00
- ★ Howling Mine 10.00
- Hurricane 50
- Hypnotic Specter 3.00
- Ice Storm 22.50
- Icy Manipulator 32.00
- ★ Illusionary Mask 30.00
- Instill Energy 50
- Invisibility 6.00
- Iron Star 1.00
- ☆ Island Sanctuary 4.00
- Ivory Cup 50
- ★ Jade Monolith 3.00
- Jade Statue 15.00
- ★ Jayemdae Tome 7.00
- Juggernaut 6.00
- Karma 1.00
- Keldon Warlord 1.50
- ★ Kormus Bell 3.00
- ★ Kudzu 4.00
- Lance 2.00
- Lay Druid 50
- Library of Leng 50
- ★ Lich 45.00
- Lifeforce 1.00
- ★ Lifelace 2.00
- Lifetap 1.00
- Lightning Bolt 2.00
- ★ Living Artifact 3.00
- ★ Living Lands 3.00
- Living Wall 4.00
- ★ Lord of Atlantis 6.00
- ★ Lord of the Pit 8.00
- Lure 50
- ★ Magical Hack 4.00
- ★ Mahamoti Djinn 9.00
- ★ Mana Flare 7.00
- ★ Mana Short 4.00
- ★ Mana Vault 5.00



TOP 10 HOTTEST CARDS

8) Ensnaring Bridge

Is your foe about to run roughshod over you now that he knows your hand is empty? Whoa! Hang on a minute there, cowboy! Those banded Pikemen of his aren't worth spit anymore. Just make sure you keep your hand-size low and watch out for cowpies.

- ★ Manabarbs 4.00
- ☆ Meekstone 5.00
- ★ Mind Twist 4.00
- ☆ Mox Emerald 190.00
- ☆ Mox Jet 190.00
- ☆ Mox Pearl 190.00
- ☆ Mox Ruby 190.00
- ☆ Mox Sapphire 190.00
- ★ Natural Selection 30.00
- ★ Nether Shadow 4.00
- Nettling Imp 3.00
- ☆ Nevinyrral's Disk 9.00
- ★ Nightmare 9.00
- ☆ Northern Paladin 8.00
- Obsianus Golem 1.00
- Orcish Artillery 1.00
- Orcish Oriflamme 1.00
- ☆ Personal Incarnation 4.50
- Phantasmal Forces 50
- Phantom Monster 50
- ★ Pirate Ship 4.00
- ★ Plateau 28.00
- ★ Power Surge 3.00
- Psionic Blast 27.00
- ☆ Purelace 2.00
- ★ Raging River 39.00
- Red Ward 50
- Regrowth 5.00
- Resurrection 2.00
- ☆ Reverse Damage 5.00
- ☆ Righteousness 5.00
- ★ Roc of Kher Ridges 10.00
- ★ Rock Hydra 12.00
- Rod of Ruin 50
- ★ Royal Assassin 13.00
- Sacrifice 2.00
- ★ Savannah 20.00
- ☆ Savannah Lions 6.00
- Scavenging Ghoul 1.00
- ★ Scrubland 20.00
- ★ Sedge Troll 10.00
- Sengir Vampire 4.50
- Serra Angel 7.00
- ★ Shivan Dragon 22.00
- Simulacrum 50
- Sinkhole 14.00
- Siren's Call 1.00
- ★ Sleight of Mind 4.00
- ★ Smoke 4.00
- Sol Ring 7.50
- Soul Net 50
- ★ Stasis 4.00
- Steal Artifact 50
- Stone Giant 1.00
- ★ Sunglasses of Urza 4.00
- Swords to Plowshares 2.00
- ★ Taiga 22.00
- Thicket Basilisk 1.50
- ★ Thoughtlace 2.00
- Throne of Bone 50
- ★ Timber Wolves 4.00
- ★ Time Vault 58.00
- ★ Time Walk 195.00
- ★ Timetwister 135.00
- ★ Tropical Island 20.00
- Tsunami 50
- ★ Tundra 22.00
- Tunnel 50
- ★ Two-Headed Giant of Foriys 46.00
- ★ Underground Sea 20.00
- Uthden Troll 1.00
- ★ Verduran Enchantress 3.00
- ★ Vesuvan Doppelganger 20.00
- ☆ Veteran Bodyguard 8.00
- ★ Volcanic Eruption 3.00
- ★ Volcanic Island 20.00
- Wall of Air 50
- Wall of Bone 50
- Wall of Brambles 50
- Wall of Fire 50
- Wall of Ice 50
- Wall of Stone 50
- Wall of Swords 1.25
- Wall of Water 50
- Wanderlust 50
- ★ Warp Artifact 2.00
- Water Elemental 50
- ★ Web 3.00
- ★ Wheel of Fortune 14.00
- White Knight 2.00
- White Ward 50
- ★ Will-O'-The-Wisp 7.00
- ☆ Winter Orb 6.00
- Wooden Sphere 50
- ★ Word of Command 45.00
- ☆ Wrath of God 9.00
- ★ Zombie Master 5.00

REVISED EDITION

WIZARDS OF THE COAST-1994

Cards are white-bordered and are nearly identical to Unlimited cards, except that the ink on the cards is noticeably lighter.

Full Set (302 cards) $300.00
Starter Deck (60 cards) 25.00
Starter Box (10 decks) 220.00
Booster Pack (15 cards) 9.00
Booster Box (36 packs) 275.00
All unlisted cards are worth the same as Unlimited.

- ★ Aladdin's Lamp 3.00
- ★ Aladdin's Ring 2.00
- ★ Armageddon Clock 2.00
- Atog 25
- ★ Badlands 17.00
- Basalt Monolith 2.50
- ★ Bayou 17.00
- ★ Birds of Paradise 8.50
- ★ Bottle of Suleiman 2.50
- Brass Man 1.00
- Clone 6.00
- ★ Contract From Below 2.00
- Crumble 1.00
- ★ Dancing Scimitar 3.00
- ★ Demonic Attorney 2.00
- ★ Demonic Hordes 12.50
- Demonic Tutor 6.00
- Desert Twister 1.00
- ★ Dragon Engine 2.00
- Dwarven Weaponsmith 1.25
- ★ Ebony Horse 2.00
- ★ El-Hajjaj 3.50
- Energy Flux 50
- Erg Raiders 25
- ☆ Eye for an Eye 3.50
- ★ Flying Carpet 3.50
- ★ Hurkyl's Recall 3.00
- ★ Island Fish Jasconius 3.00
- ★ Ivory Tower 5.50
- ★ Jandor's Ring 2.00
- ★ Jandor's Saddlebags 2.00
- Kird Ape 1.00
- ★ Magnetic Mountain 3.00
- ★ Mijae Djinn 6.00
- ★ Millstone 6.00
- ★ Mishra's War Machine 3.00
- ★ Onulet 2.00
- Ornithopter 50
- ★ Plateau 17.00
- ★ Primal Clay 2.00
- Rack, The 1.00
- Reconstruction 25
- Reverse Polarity 25
- ★ Rocket Launcher 5.00
- ★ Savannah 17.00
- ★ Scrubland 17.00
- ★ Serendib Efreet 10.00
- Shatterstorm 2.00
- Sol Ring 6.00
- ★ Sorceress Queen 5.00
- ★ Taiga 17.00
- ★ Titania's Song 3.00
- ★ Tropical Island 17.00
- ★ Tundra 17.00
- ★ Underground Sea 17.00
- Unstable Mutation 25
- ★ Volcanic Island 17.00

FOURTH EDITION

WIZARDS OF THE COAST-1995

Cards contain a copyright date beneath the artist's name on the front of the card.

Full Set (378 cards) $250.00
Starter Deck (60 cards) 9.95
Starter Box (10 decks) 80.00
Booster Pack (15 cards) 3.50
Booster Box (36 packs) 100.00
Unlisted Commons 15
Unlisted Uncommons 50

- Air Elemental 1.00
- ★ Aladdin's Lamp 3.00
- ★ Aladdin's Ring 3.50
- Angry Mob 1.00
- Animate Dead 50
- ☆ Animate Wall 2.00
- ★ Ankh of Mishra 3.00
- ☆ Armageddon 8.00
- ★ Armageddon Clock 3.00
- Ashes to Ashes 1.00
- ★ Aspect of Wolf 3.00
- ★ Bad Moon 7.00
- ☆ Balance 5.00
- ★ Ball Lightning 12.00
- ★ Birds of Paradise 7.50
- ★ Black Mana Battery 3.00
- ☆ Blessing 4.50
- ★ Blue Mana Battery 2.50
- ★ Bottle of Suleiman 2.50
- Brass Man 1.00
- ★ Bronze Tablet 2.00
- Carnon Ants 3.00
- ★ Chaoslace 1.50
- ☆ Circle of Protection: Artifact 2.00
- ★ Clockwork Avian 4.00
- ★ Clockwork Beast 3.00
- ★ Cockatrice 4.50
- ★ Colossus of Sardia 5.50
- Control Magic 1.00
- ★ Coral Helm 2.00
- ★ Cosmic Horror 3.00
- Counterspell 1.00
- ★ Crimson Manticore 3.00
- ☆ Crusade 7.00
- Cursed Land 1.00
- ★ Dancing Scimitar 3.00
- ★ Deathlace 2.00
- ★ Dingus Egg 4.00
- ★ Disrupting Scepter 4.00
- ☆ Divine Transformation 1.50
- ★ Dragon Engine 1.50
- Dragon Whelp 2.00
- ★ Dra'n Power 4.00
- ★ Earthquake 6.00
- ★ Ebony Horse 1.75
- ★ El-Hajjaj 3.00
- ☆ Elder Land Wurm 4.00
- ★ Elvish Archers 4.00
- ☆ Eye for an Eye 3.00
- Fellwar Stone 2.00
- ★ Flying Carpet 3.00
- ★ Force of Nature 6.50

key

ARTIFACT | BLACK | BLUE | GOLD | GREEN | RED | WHITE | LAND

COMMON | UNCOMMON | ★ RARE

- Fungusaur 3.50
- Goea's Liege 5.00
- Goblin King 4.50
- Greed 3.00
- Green Mana Battery 2.00
- Helm of Chatzuk 2.00
- Hive, The 3.75
- Howling Mine 8.00
- Hurkyl's Recall 2.00
- Hurr Jackal 2.00
- Hypnotic Specter 3.00
- Inferno 4.00
- Instill Energy 1.00
- Island Fish Jasconius 2.50
- Island Sanctuary 3.00
- Ivory Tower 5.50
- Jade Monolith 2.50
- Jandor's Saddlebags 2.00
- Jayemdae Tome 5.50
- Junun Efreet 1.00
- Keldon Warlord 1.00
- Killer Bees 3.00
- Kismet 1.00
- Kormus Bel 2.00
- Land Tax 5.00
- Leviathan 5.00
- Lifeforce 2.00
- Lightning Bolt 1.00
- Living Artifact 2.50
- Living Lands 2.50
- Lord of Atlantis 5.00
- Lord of the Pit 6.00
- Magical Hack 4.00
- Magnetic Mountain 2.00
- Maharaji Djinn 8.00
- Mana Clash 3.00
- Mana Flare 6.00
- Mana Short 4.00
- Mana Vault 3.50
- Manabarbs 3.00
- Meekstone 4.00
- Millstone 6.00
- Mind Twist 3.00
- Mishra's Factory 4.00
- Mishra's War Machine 2.00
- Nether Shadow 3.00
- Nevinyrral's Disk 7.00
- Nightmare 8.00
- Northern Paladin 6.00
- Onulet 2.00
- Personal Incarnation 4.00
- Pirate Ship 2.50
- Power Surge 2.50
- Primal Clay 2.00
- Psionic Entity 3.00
- Pureface 2.00
- Rack, The 1.00
- Radjan Spirit 1.00
- Rag Man 3.00
- Rebirth 2.00
- Red Mana Battery 2.00
- Reverse Damage 4.00
- Righteousness 3.50
- Royal Assassin 12.50
- Savannah Lions 6.00
- Sengir Vampire 4.00
- Serra Angel 6.00
- Shapeshifter 1.00
- Shivan Dragon 15.00
- Simulacrum .50
- Siren's Call .50
- Sleight of Mind 3.00
- Smoke 2.50
- Sorceress Queen 4.50
- Spirit Link 3.00
- Stasis 4.00
- Strip Mine 4.50
- Sunglasses of Urza 3.00
- Swords to Plowshares 1.50
- Sylvan Library 6.00
- Tempest Efreet 2.50
- Tetravus 5.00
- Thoughtlace 2.00
- Timber Wolves 3.00
- Time Elemental 6.00
- Titania's Song 2.00
- Triskelion 4.00
- Urza's Avenger 6.00
- Uthden Troll 1.50
- Verduran Enchantress 3.00
- Volcanic Eruption 2.50
- Wanderlust .50
- Warp Artifact 2.00
- Web 2.50
- White Mana Battery 2.00
- Whirling Dervish 1.50
- Will-O'-The-Wisp 6.00
- Winds of Change 3.00
- Winter Blast 1.00
- Winter Orb 6.00
- Wrath of God 8.00
- Xenic Poltergeist 2.00
- Zombie Master 3.50

FIFTH EDITION

WIZARDS OF THE COAST- 1997

Full Set (449 cards) 360.00
Starter Deck (60 cards) 9.00
Starter Box (12 decks) 90.00
Booster Pack (15 cards) 3.00
Booster Box (36 packs) 90.00
Commons .10

- Abbey Gargoyles .50
- Abyssal Specter 1.00
- Adarkar Wastes 5.00
- Æther Storm .75
- Air Elemental 1.00
- Akron Legionnaire 2.50
- Aladdin's Ring 2.50
- An-Havva Constable 3.00
- Angry Mob .50
- Animate Dead .50
- Animate Wall 2.50
- Ankh of Mishra 4.00



TOP 10 HOTTEST CARDS

7) Sliver Queen

"She'll breed. You'll die." What if "Alien: Resurrection" had been about the Sliver Queen rather than the Alien Queen? What if Ripley was cloned with the DNA of a 7/7 legend? Would Sigourney have been able to squeeze out little sliver puppies like the momma sliver?

- Anti-Magic Aura .50
- Arenson's Aura .50
- Armageddon 8.00
- Ashes to Ashes .50
- Ashnod's Altar 1.00
- Aspect of Wolf 3.50
- Atog .50
- Azure Drake .75
- Bad Moon 6.00
- Ball Lightning 10.00
- Bori's Cage 2.50
- Binding Grasp 1.00
- Birds of Paradise 7.00
- Black Knight 2.00
- Blight .50
- Blinking Spirit 6.00
- Bog Wraith .50
- Battle of Sulaiman 3.00
- Bottomless Vault 3.00
- Breeding Pit 2.00
- Broken Visage 3.00
- Brushland 5.00
- Caribou Range 3.00
- Carrion Ants 2.00
- Castle .50
- Cave People .50
- CoP: Artifacts 1.00
- City of Brass 10.00
- Clockwork Beast 3.00
- Clockwork Steed .50
- Cockatrice 3.50
- Colossus of Sardia 5.50
- Conquer 1.00
- Coral Helm 2.50
- Craw Giant 1.00
- Crimson Manticore 3.50
- Crown of the Ages 4.00
- Crumble .25
- Crusade 7.00
- Crystal Rod .50
- Cursed Land .50
- Dance of Many 3.50
- Dancing Scimitar 2.00
- Deathgrip 1.00
- Deflection 9.00
- Derelor 3.50
- Desert Twister .50
- Detonate .50
- Diabolic Machine .50
- Dingus Egg 3.00
- Disrupting Scepter 3.50
- Divine Transformation 1.00
- Dragon Engine 2.00
- Drain Power 4.00
- Dust to Dust .50
- Dwarven Catapult .75
- Dwarven Hold 3.50
- Dwarven Ruins .50
- Earthquake 5.00
- Ebon Stronghold .50
- Elder Druid 4.00
- Elkin Bottle 3.00
- Elven Riders 1.00
- Elvish Archers 3.50
- Energy Flux .50
- Evil Eye of Orms-by-Gore 1.50
- Evil Presence .50
- Eye for an Eye 3.00
- Fallen Angel 1.50
- Feedback .50
- Feldon's Cane 1.00
- Fellwar Stone 1.00
- Feroz's Ban 2.50
- Fire Drake .75
- Flame Spirit .75
- Flashfires .50
- Flying Carpet 2.50
- Force of Nature 5.00
- Forget 3.00
- Fountain of Youth .75
- Fungusaur 3.50
- Fyndhorn Elder .50
- Game of Chaos 3.00
- Gauntlets of Chaos 4.00
- Glacial Wall .50
- Glasses of Urza .50
- Gloom .50
- Goblin King 4.00
- Goblin Warrens 3.75
- Greater Realm 2.00
- Greater Werewolf .50
- Havenwood Battleground 1.00
- Hecatomb 5.00
- Helm of Chatzuk 2.50
- Hive, The 3.50
- Hollow Trees 2.50
- Howling Mine 8.00
- Hurkyl's Recall 3.00
- Hurricane 1.00
- Hydroblast .50
- Icatian Phalanx .75
- Icatian Store 3.00
- Icatian Town 3.50
- Ice Floe .75
- Inferno 4.00
- Infinite Hourglass 3.25
- Instill Energy .75
- Iron Star .75
- Ironclaw Curse 2.00
- Island Sanctuary 2.50
- Ivory Cup .75
- Ivory Guardians .50
- Jade Monolith 2.50
- Jalum Tome 3.50
- Jandor's Saddlebags 2.50
- Jayemdae Tome 5.00
- Jester's Cap 12.00
- Johtull Wurm .50
- Jokulhaups 5.50
- Joven's Tools .75
- Justice .75
- Juxtapose 3.00
- Karma .50
- Karplusan Forest 5.50
- Keldon Warlord .75
- Killer Bees 2.00
- Kismet 1.00
- Kjeldoran Royal Guard 4.50
- Kjeldoran Skycaptain .75
- Knight of Stromgald .75
- Leshrac's Rite .50
- Leviathan 5.00
- Lhurgoyf 5.50
- Library of Leng 1.00
- Lifeforce .50
- Lifetap .50
- Living Artifact 2.00
- Living Lands 2.50
- Lord of Atlantis 5.00
- Lord of the Pit 6.50
- Lure .50
- Magical Hack 3.00
- Magus of the Unseen 4.00
- Mana Clash 2.00
- Mana Flare 4.50
- Mana Vault 4.00
- Manabarbs 3.00
- Meekstone 4.00
- Millstone 5.50
- Mind Bomb .50
- Mind Warp .75
- Mole Worms .50
- Necropotence 7.00
- Nether Shadow 4.00
- Nevinyrral's Disk 7.00
- Nightmare 7.00
- Obelisk of Undoing 3.00
- Orcish Artillery .50
- Orcish Captain .50
- Orcish Oriflamme .50
- Orcish Squatters 4.00
- Order of the Sacred Torch 3.50
- Order of the White Shield 1.00
- Orgg 3.00
- Ornithopter .25
- Pentagram of the Ages 4.00
- Personal Incarnation 4.00
- Phantasmal Forces .50
- Phantom Monster .50
- Pirate Ship 2.50
- Power Sink .25
- Primal Clay 2.50
- Primal Order 5.00
- Primordial Ooze .50
- Pyroblast .75
- Pyrotechnics .75
- Rabid Wombat 1.25
- Radjan Spirit .50
- Rag Man 3.00
- Recall 3.00
- Reverse Damage 5.00
- Righteousness 4.00
- Rod of Ruin .50
- Ruins of Trokair .75
- Sacred Boon .75
- Sand Silos 3.00
- Sea Spirit .75
- Sea Sprite .50
- Seasinger 1.00
- Segovian Leviathan .50
- Sengir Autocrat 3.50
- Seraph 6.00
- Serpent Generator 4.00
- Serra Bestiary .50
- Serra Paladin 1.00
- Shapeshifter 1.50
- Shatterstorm 1.50
- Shivan Dragon 15.00
- Sibilant Spirit 5.00
- Skull Catapult .75
- Sleight of Mind 3.25
- Smoke 3.00
- Sorceress Queen 4.00
- Soul Net .50
- Spirit Link 2.50
- Stampede 3.00
- Stasis 4.50
- Steal Artifact .50
- Stone Giant .50
- Stone Spirit .50
- Stromgald Cabal 4.00
- Sulfurous Springs 5.00
- Svyelunite Temple .50
- Sylvan Library 6.00
- Tawnos's Weaponry .50
- Thicket Basilisk .75
- Throne of Bone .75
- Thrull Retainer .50
- Time Bomb 4.00
- Time Elemental 6.00
- Titania's Song 3.00
- Truce 2.50
- Tsunami .50
- Underground River 5.00
- Untamed Wilds .50
- Urza's Avenger 4.00
- Urza's Baubie .50
- Verduran Enchantress 3.00
- Wall of Air .50
- Wall of Bone .50
- Wall of Brambles .50

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IQ price guide

- Wall of Fire .50
- Wall of Stone .50
- Wall of Swords .50
- Wanderlust .50
- Warp Artifact 2.50
- Whirling Dervish 1.50
- White Knight 2.00
- Wind Spirit .50
- Winds of Change 3.00
- Winter Blast .50
- Winter Orb 4.00
- Wolverine Pack .50
- Wooden Sphere .50
- Word of Blasting .50
- Wrath of God 8.00
- Wretched, The 5.00
- Wyluli Wolf 3.50
- Xenic Poltergeist 2.50
- Zombie Master 4.00
- Zur's Weirding 4.50

ARABIAN NIGHTS

WIZARDS OF THE COAST- 1993

Full Set (78 cards) $875.00
Booster Pack (8 cards) 85.00
Booster Box (60 packs) 3,800.00

- Abu Ja'far 5.00
- Aladdin 8.00
- Aladdin's Lamp 6.00
- Aladdin's Ring 6.50
- Ali Baba 6.00
- Ali from Cairo 100.00
- Army of Allah 6.00
- Bazaar of Baghdad 18.00
- Bird Maiden 1.00
- Bottle of Suleiman 7.00
- Brass Man 3.00
- Camel 3.00
- City in a Bottle 22.00
- City of Brass 30.00
- Cuombajj Witches 1.00
- Cyclone 5.00
- Dancing Scimitar 6.00
- Dandan 1.00
- Desert 3.50
- Desert Nomads 3.00
- Desert Twister 4.50
- Diamond Valley 80.00
- Drop of Honey 52.00
- Ebony Horse 6.00
- El-Hajjaj 7.00
- Elephant Graveyard 35.00
- Erg Raiders 1.00
- Erhnam Djinn 35.00
- Eye for an Eye 6.00
- Fishliver Oil 1.00
- Flying Carpet 6.00
- Flying Men 7.00
- Ghazban Ogre 1.00
- Giant Tortoise 1.00
- Guardian Beast 60.00
- Hasran Ogress 1.00
- Hurr Jackal 3.00
- Ifh-Biff Efreet 32.00
- Island Fish Jasconius 6.00
- Island of Wak-Wak 50.00
- Jandor's Ring 6.00
- Jandor's Saddlebags 6.00
- Jeweled Bird 5.00
- Jihad 55.00
- Junun Efreet 10.00
- Juzam Djinn 180.00
- Khabal Ghoul 40.00
- King Suleiman 20.00
- Kird Ape 3.50
- Library of Alexandria 150.00
- Magnetic Mountain 6.00
- Merchant Ship 8.00
- Metamorphosis 2.00
- Mijae Djinn 9.00
- Moorish Cavalry 6.00
- Mountain 10.00
- Nafs Asp 1.00
- Oasis 4.00
- Old Man of the Sea 40.00
- Oubliette 5.00
- Piety 1.00
- Pyramids 30.00
- Repentant Blacksmith 4.00
- Ring of Ma'ruf 35.00
- Rukh Egg 15.00
- Sandals of Abdallah 10.00
- Sandstorm 1.00
- Serendib Djinn 28.00
- Serendib Efreet 32.00
- Shahrazad 25.00
- Sindbad 5.00
- Singing Tree 40.00
- Sorceress Queen 10.50
- Stone-Throwing Devils 7.00
- Unstable Mutation 1.00
- War Elephant 1.00
- Wyluli Wolf 4.00
- Yawen Efreet 12.00

ANTIQUITIES

WIZARDS OF THE COAST- 1994

Full Set (100 cards) $300.00
Booster Pack (8 cards) 22.00
Booster Box (60 packs) 950.00

- Amulet of Kroog .50
- Argivian Archaeologist 45.00
- Argivian Blacksmith .75
- Argothian Pixies .50
- Argothian Treefolk 1.00
- Armageddon Clock 5.00
- Artifact Blast 1.00
- Artifact Possession 1.00
- Artifact Ward 1.00
- Ashnod's Altar 2.50
- Ashnod's Battle Gear 2.00
- Ashnod's Transmogrant 2.00
- Atog 1.50
- Battering Ram .50
- Bronze Tablet 5.00
- Candelabra of Tawnos 50.00
- Circle of Protection: Artifact 8.00
- Citanul Druid 3.00
- Clockwork Avian 9.00
- Colossus of Sardia 10.00
- Coral Helm 5.00
- Cursed Rack 2.00
- Damping Field 3.00
- Detonate 3.00
- Drafna's Restoration 1.00
- Dragon Engine 1.00
- Dwarven Weaponsmith 2.00
- Energy Flux 2.00
- Feldon's Cane 10.00
- Gaea's Avenger 16.00
- Gate to Phyrexia 3.00
- Goblin Artisans 1.50
- Golgothian Sylex 9.00
- Grapeshot Catapult .50
- Haunting Wind 2.50
- Hurkyl's Recall 4.50
- Ivory Tower 10.00
- Jalum Tome 5.50
- Martyrs of Korlis 5.00
- Mightstone 4.00
- Millstone 12.00
- Mishra's Factory 10.00
- Mishra's Factory (Winter) 15.00
- Mishra's War Machine 4.00
- Mishra's Workshop 37.00
- Obelisk of Undoing 8.00
- Onulet 2.00
- Orcish Mechanics 1.00
- Ornithopter 1.00
- Phyrexian Gremlins 4.00
- Power Artifact 4.00
- Powerleech 3.00
- Priest of Yawgmoth 1.00
- Primal Clay 2.00
- Rack, The 3.00
- Rakalite 2.00
- Reconstruction 1.00
- Reverse Polarity 1.00
- Rocket Launcher 4.00
- Sage of Lat-Nam 1.00
- Shapeshifter 6.00
- Shatterstorm 5.50
- Staff of Zegon 1.00
- Strip Mine 10.00
- Strip Mine (sky picture) 12.00
- Su-Chi 5.00
- Tablet of Epityr 1.00
- Tawnos's Coffin 25.00
- Tawnos's Wand 2.00
- Tawnos's Weaponry 2.50
- Tetravus 8.00
- Titania's Song 3.00
- Transmute Artifact 3.50
- Triskelion 8.00
- Urza's Avenger 9.00
- Urza's Chalice 1.00
- Urza's Mine .50
- Urza's Miter 8.00
- Urza's Power Plant .50
- Urza's Tower .50
- Wall of Spears 1.75
- Weakstone 3.50
- Xenic Poltergeist 3.50
- Yawgmoth Demon 10.00
- Yotian Soldier .50

LEGENDS

WIZARDS OF THE COAST- 1994

Full Set (310 cards) $950.00
Booster Pack (15 cards) 35.00
Booster Box (36 packs) 1,025.00
Unlisted Commons .50

- Abomination 2.00
- Abyss, The 60.00
- Acid Rain 20.00
- Adun Oakenshield 14.00
- Adventurers' Guildhouse 2.50
- Ærathi Berserker 5.00
- Aisling Leprechaun 1.00
- Akron Legionnaire 8.00
- All Hallow's Eve 42.00
- Al-abara's Carpet 12.00
- Alchor's Tomb 12.00
- Angelic Voices 12.00
- Angus Mackenzie 12.00
- Anti-Magic Aura 1.50
- Arboria 4.50
- Arcades Sabboth 14.00
- Arena of the Ancients 8.00
- Avoid Fate 1.00
- Axelrod Gunnarson 10.00
- Ayesha Tanaka 7.00
- Azure Drake 3.00
- Backdraft 3.00
- Backfire 3.00
- Barbary Apes 1.00
- Barktooth Warbeard 4.50
- Bartel Runeaxe 12.00
- Beasts of Bogardan 3.00
- Black Mana Battery 5.00
- Blazing Effigy 1.00
- Blight 2.00
- Blood Lust 4.00
- Blue Mana Battery 5.00
- Boris Devilboon 12.50
- Brine Hag 4.00
- Bronze Horse 8.00
- Carrion Ants 10.00
- Cathedral of Serra 2.50
- Caverns of Despair 10.00
- Chain Lightning 5.50
- Chains of Mephistopheles 25.00
- Chromium 14.00
- Cleanse 18.00
- Clergy of the Holy Nimbus 1.00
- Cocoon 3.00
- Concordant Crossroads 8.00
- Cosmic Horror 8.00
- Crow Giant 6.50
- Crevasse 3.00
- Crimson Kobolds 1.50
- Crimson Manticore 7.00
- Crookshank Kobolds 1.50
- Dakkon Blackblade 14.00
- D'Avenant Archer .50
- Darkness 1.00
- Deadfall 3.00
- Demonic Torment 4.00
- Devouring Deep 1.00
- Disharmony 11.50
- Divine Intervention 11.00
- Divine Offering 1.00
- Divine Transformation 8.00
- Dream Coat 4.50
- Dwarven Song 4.00
- Elder Land Wurm 8.00
- Elder Spawn 10.00
- Elven Riders 7.00
- Enchanted Being 1.00
- Enchantment Alteration 1.00
- Equinox 4.00
- Eternal Warrior 2.00
- Eureka 45.00
- Evil Eye of Orms-By-Gore 5.00
- Fallen Angel 8.00
- Falling Star 11.00
- Feint 1.00
- Field of Dreams 12.00
- Fire Sprites 1.50
- Firestorm Phoenix 24.00
- Flash Counter 1.00
- Floral Spuzzem 4.00
- Force Spike 1.00
- Forethought Amulet 11.00
- Fortified Area 2.00
- Frost Giant 5.00
- Gabriel Angelfire 8.00
- Gauntlets of Chaos 8.00
- Ghosts of the Damned 1.00
- Giant Turtle 1.00
- Glyph of Delusion 1.00
- Glyph of Destruction 1.00
- Glyph of Doom 1.00
- Glyph of Life 1.00
- Glyph of Reincarnation 1.00
- Gosta Dirk 11.00
- Gravity Sphere 22.00
- Great Defender 4.00
- Great Wall 4.00
- Greater Realm of Preservation 6.00
- Greed 7.00
- Green Mana Battery 5.00
- Gwendlyn Di Corci 14.00
- Holifdane 11.00
- Hammerheim 5.00
- Hazezon Tamar 15.00
- Headless Horseman 1.00
- Heaven's Gate 4.00
- Hell Swarm 1.00
- Hell's Caretaker 15.00



TOP 10 HOTTEST CARDS

6) Armageddon

Ar•ma•ged•don (är'me-gêd'n): 1. The scene of a final battle between the forces of good and evil, prophesied in the Bible to occur at the end of the world. 2. A decisive conflict. 3. A butt-kicking *Magic* card that refuses to leave the Top 10.

- Hellfire 20.00
- Holy Day 1.00
- Horn of Deafening 8.00
- Hornet Cobra 1.00
- Horror of Horrors 5.00
- Hunding Gjornersen 5.00
- Hyperion Blacksmith 4.00
- Ichneumon Druid 5.00
- Imprison 12.50
- In the Eye of Chaos 12.00
- Indestructible Aura 1.00
- Infernal Medusa 7.00
- Infinite Authority 12.00
- Invoke Prejudice 15.00
- Ivory Guardians 4.00
- Jacques le Vert 13.00
- Jasmine Boreal 4.00
- Jedit Ojanen 4.00
- Jerrard of the Closed Fist 4.00
- Johan 13.00
- Jovial Evil 16.00
- Juxtapose 8.00
- Karakas 5.00
- Kasimir the Lone Wolf 4.00
- Kei Takahashi 8.00
- Killer Bees 10.00
- Kismet 5.00
- Knowledge Vault 10.00
- Kobold Drill Sergeant 8.00
- Kobold Overlord 15.00
- Kobold Taskmaster 8.00

Key

ARTIFACT | BLACK | BLUE | GOLD | GREEN | RED | WHITE | LAND

COMMON | UNCOMMON | ★ RARE

- Kobolds of Kher Keep 1.50
- Kry Shield 4.00
- Lady Caleria 12.00
- Lady Evangela 11.00
- Lady of the Mountain, The 5.00
- Lady Orca 5.00
- Land Equilibrium 16.00
- Land Tax 10.00
- Land's Edge 10.00
- Lesser Werewolf 4.00
- Life Chisel 4.00
- Life Matrix 12.50
- Lifeblood 12.00
- Living Plane 22.00
- Livonya Silone 15.00
- Lord Magnus 5.00
- Lost Soul 1.00
- Mana Drain 60.00
- Mana Matrix 10.00
- Marble Priest 4.00
- Marhault Elsdragon 3.00
- Master of the Hunt 20.00
- Mirror Universe 80.00
- Moat 60.00
- Mold Demon 10.00
- Moss Monster 1.00
- Mountain Stronghold 3.00
- Mountain Yeti 3.00
- Nebuchadnezzar 10.00
- Nether Void 48.00
- Nicol Bolas 15.00
- North Star 12.00
- Nova Pentacle 15.00
- Osai Vultures 1.00
- Palladia-Mors 14.00
- Port Water 4.00
- Pavel Maliki 5.00
- Pendelhaven 5.00
- Petra Sphinx 8.00
- Pixie Queen 15.00
- Planar Gate 12.00
- Pradesh Gypsies 2.00
- Presence of the Master 8.00
- Primordial Ooze 2.00
- Princess Lucrezia 4.00
- Psionic Entity 8.00
- Psychic Purge 2.50
- Puppet Master 3.00
- Pyrotechnics 1.00
- Quagmire 4.00
- Quarum Trench Gnomes 10.00
- Rabid Wombat 5.00
- Radjan Spirit 2.50
- Raging Bull 1.00
- Ragnar 10.00
- Ramirez DePietro 4.00
- Ramses Overdark 14.00
- Rapid Fire 10.00
- Rasputin Dreamweaver 14.00
- Rebirth 8.00
- Recoil 11.50
- Red Mana Battery 5.00
- Reincarnation 4.00
- Relic Barrier 6.00
- Relic Bind 3.50
- Remove Enchantments 1.00
- Remove Soul 1.00
- Reset 8.00
- Revelation 10.00
- Reverberation 16.00
- Righteous Avengers 4.00
- Ring of Immortals 14.00
- Riven Turnbull 4.00
- Rohgahh of Kher Keep 15.00
- Rubinia Soulsinger 10.00
- Rust 1.00
- Sea King's Blessing 4.00
- Seafarer's Quay 3.00
- Seeker 2.50
- Segovian Leviathan 3.00
- Sentinel 8.00
- Serpent Generator 12.00
- Shelkin Brownie 1.00
- Shield Wall 2.00
- Shimian Night Stalker 3.50
- Silhouette 4.00
- Sir Shandlar of Eberyn 4.00
- Sivitri Scarzam 3.50
- Sol'kanar the Swamp King 16.00
- Spectral Cloak 7.00
- Spinal Villain 18.00
- Spirit Link 7.00
- Spirit Shackle 1.00
- Spiritual Sanctuary 12.00
- Stangg 8.00
- Storm Seeker 7.00
- Storm World 14.00
- Subdue 1.00
- Sunastian Falconer 4.00
- Sword of the Ages 32.00
- Sylvan Library 9.00
- Sylvan Paradise 4.00
- Syphon Soul 1.50
- Tabernacle at Pendrell Vale 30.00
- Takklemaggot 2.00
- Telekinesis 12.00
- Teleport 8.00
- Tempest Efreet 8.00
- Tetsuo Umezawa 17.00
- Thunder Spirit 25.00
- Time Elemental 15.00
- Tobias Andrion 4.00
- Tolaria 4.00
- Tor Wauki 3.00
- Torsten Von Ursus 4.00
- Touch of Darkness 4.00
- Triassic Egg 8.00
- Tuknir Deathlock 11.00
- Tundra Wolves 1.00
- Typhoon 12.00
- Undertow 3.00
- Underworld Dreams 36.00
- Unholy Citadel 3.00
- Untamed Wilds 4.00
- Urborg 5.00
- Urdrago 15.00
- Vaevictis Asmadi 15.00
- Venerian Gold 1.00
- Visions 4.00
- Voodoo Doll 8.00
- Walking Dead 1.00
- Wall of Caltrops 1.00
- Wall of Dust 2.50
- Wall of Earth 1.00
- Wall of Light 4.00
- Wall of Opposition 8.00
- Wall of Putrid Flesh 5.00
- Wall of Tombstones 4.00
- Wall of Wonder 4.00
- Whirling Dervish 5.00
- White Mana Battery 5.00
- Willow Satyr 14.00
- Winds of Change 5.00
- Winter Blast 8.00
- Wolverine Pack 1.00
- Wood Elemental 10.00
- Wretched, The 22.00
- Xira Arien 10.00
- Zephyr Falcon 1.00

THE DARK

WIZARDS OF THE COAST- 1994

Full Set (119 cards) $150.00
Booster Pack (8 cards) 8.00
Booster Box (60 pOacks) 375.00
Unlisted Commons .15

- Amnesia 4.50
- Angry Mob 3.00
- Apprentice Wizard 2.50
- Ashes to Ashes 1.00
- Ball Lightning 18.00
- Banshee 2.00
- Bart's Cage 4.00
- Blood Moon 8.00
- Blood of the Martyr 2.00
- Bone Flute 1.00
- Book of Ross 1.50
- Brothers of Fire 1.00
- Cave People 1.00
- City of Shadows 4.00
- Cleansing 5.00
- Coal Golem 2.00
- Curse Artifact 2.00
- Dance of Many 5.00
- Dark Heart of the Wood 1.00
- Dark Sphere 2.00
- Diabolic Machine 1.50
- Eater of the Dead 2.50
- Electric Eel 1.50
- Elves of Deep Shadow 3.00
- Eternal Flame 4.00
- Exorcist 8.00
- Fallen, The 1.50
- Fasting 1.50
- Feliwar Stone 4.00
- Fire and Brimstone 1.50
- Fire Drake 1.00
- Flood 1.00
- Fountain of Youth 1.50
- Frankenstein's Monster 6.00
- Gaea's Touch 1.00
- Goblin Wizard 5.00
- Grave Robbers 5.00
- Hidden Path 7.00
- Inferno 5.50
- Knights of Thorn 6.00
- Leviathan 7 00
- Living Armor 1.00
- Lurker 3.00
- Mana Clash 4.00
- Mana Vortex 4.00



TOP 10 HOTTEST CARDS

5) Dual Lands

Like putting a motor on a toothbrush or cruise control on a BMW, dual lands are good things made better. You don't simply get mana when you tap; you can rest assured that you'll always get the color of mana you need.

- Marsh Goblins 1.00
- Martyr's Cry 5.00
- Maze of Ith 16.00
- Merfolk Assassin 6.00
- Mind Bomb 2.00
- Miracle Worker 1.00
- Nameless Race 6.00
- Necropolis 2.00
- Niall Silvain 3.50
- Orc General 1.50
- People of the Woods 2.00
- Preacher 14.00
- Psychic Allergy 5.00
- Rag Man 4.00
- Reflecting Mirror 2.50
- Runesword 2.00
- Safe Haven 4.50
- Scarecrow 3.00
- Scarwood Bandits 5.00
- Scarwood Hag 1.50
- Season of the Witch 4.50
- Sisters of the Flame 1.50
- Skull of Orm 5.00
- Sorrow's Path 3.00
- Spitting Slug 2.00
- Standing Stones 2.50
- Stone Calendar 7.00
- Tangle Kelp 1.50
- Tivador's Crusade 2.00
- Tormod's Crypt 2.00
- Tower of Coireall 1.00
- Tracker 7.00
- Uncle Istvan 2.00
- Wand of Ith 3.00
- War Barge 2.50
- Water Wurm 1.00
- Whippoorwill 2.00
- Witch Hunter 5.00
- Worms of the Earth 4.00
- Wormwood Treefolk 4.00

FALLEN EMPIRES

WIZARDS OF THE COAST- 1994

Full Set (187 cards) $50.00
Booster Pack (8 cards) 1.00
Booster Box (60 packs) 45.00
Unlisted Commons .15

- Aeolipile 2.00
- Balm of Restoration 2.00
- Bottomless Vault 3.75
- Breeding Pit 2.00
- Conch Horn 2.00
- Deep Spawn .50
- Delif's Cone .50
- Delif's Cube 1.50
- Derelor 3.00
- Draconian Cytlix 3.00
- Dwarven Armorer 2.00
- Dwarven Catapult .50
- Dwarven Hold 3.00
- Dwarven Lieutenant .50
- Dwarven Ruins 1.50
- Ebon Praetor 3.00
- Ebon Stronghold 1.00
- Elven Lyre 2.00
- Elvish Farmer 3.00
- Farrel's Mantle .50
- Farrelite Priest .50
- Feral Thallid 1.00
- Fungal Bloom 3.00
- Goblin Flotilla 2.00
- Goblin Kites .50
- Goblin Warrens 3.50
- Hand of Justice 5.50
- Havenwood Battleground 1.50
- Heroism .50
- Hollow Trees 3.00
- Homarid Shamon 1.00
- Homarid Spawning Bed .50
- Hymn to Tourach .75
- Icatian Lieutenant 2.00
- Icatian Phalanx .50
- Icatian Priest .50
- Icatian Skirmishers 3.00
- Icatian Store 3.00
- Icatian Town 3.50
- Implements of Sacrifice 1.00
- Orcish Captain .50
- Orgg 3.00
- Raiding Party .50
- Rainbow Vale 3.00
- Ring of Renewal 2.00
- River Merfolk 3.50
- Ruins of Trokair 1.00
- Sand Silos 3.00
- Sensinger 1.00
- Soul Exchange 1.00
- Spirit Shield 2.00
- Spore Flower .50
- Svyelunite Priest .50
- Svyelunite Temple 1.00
- Thallid Devourer .50
- Thelon's Chant .50
- Thelon's Curse 2.00
- Thelonite Druid .50
- Thelonite Monk 2.50
- Thrull Champion 3.50
- Thrull Retainer .50
- Thrull Wizard .50
- Tidal Influence .50
- Tourach's Chant .50
- Tourach's Gate 2.00
- Vodalian Knights 3.00
- Vodalian War Machine 3.00
- Zelyon Sword 2.00

ICE AGE

WIZARDS OF THE COAST- 1995

Full Set (383 cards) $235.00
Starter Deck (60 cards) 8.00
Starter Box (10 decks) 75.00
Booster Pack (15 cards) 2.75
Booster Box (36 packs) 95.00
Commons .15

- Abyssal Specter 1.00
- Adarkar Sentinel .75
- Adarkar Wastes 6.00
- Aegis of the Meek 3.25
- Aggression .50
- Altar of Bone 3.00
- Amulet of Quoz 1.00
- Anarchy 1.50
- Arcum's Sleigh .50
- Arcum's Weathervane .50
- Arcum's Whistle .50
- Ashen Ghoul .75
- Avalanche .75
- Balduvian Conjurer .75
- Balduvian Hydra 6.00
- Baton of Morale .75
- Battle Cry .75
- Binding Grasp .75
- Black Scarab .50
- Blinking Spirit 6.25
- Blizzard 3.00
- Blue Scarab .50
- Brand of Ill Omen 4.00
- Breath of Dreams .75
- Brushland 6.00
- Call to Arms 4.00

WENT UP | WENT DOWN | HEAVILY TRADED | NEW SET

TQ price guide

- ☆ Caribou Range 4.00
- ★ Celestial Sword 3.00
- Centaur Archer .75
- ★ Chaos Lord 3.50
- ★ Chaos Moon 2.00
- Chromatic Armor 3.50
- ○ Cold Snap .75
- ● Conquer .75
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TOP 10 HOTTEST CARDS

4) Tradewind Rider

What would you pay for a tough flying blocker? Eight mana? Well, for a mere four mana, we'll send you this blue creature, and—at no extra cost to you—we'll throw in the ability to return cards to your opponent's hand! There aren't many better values.

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ARTIFACT BLACK BLUE GOLD GREEN RED WHITE LAND

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ALLIANCES

WIZARDS OF THE COAST- 1996

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MIRAGE

WIZARDS OF THE COAST- 1996

Full Set (350 cards) $250.00
Starter Deck (60 cards) 9.00
Starter Box (12 decks) 90.00
Booster Pack (15 cards) 3.00
Booster Box (36 packs) 90.00
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TOP 10 HOTTEST CARDS

3) Wrath of God

"Bring out your dead! Bring out your dead!" Rest assured that all your opponent's little buddies will be more than mostly dead once you play this. Of course, he may hate you for the rest of eternity, but that's a risk you're going to have to take.

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WENT UP | WENT DOWN | HEAVILY TRADED | NEW SET

TQ price guide

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★ Zirilan of the Claw 5.00
Zombie Mob 1.00
☆ Zuberi, Golden Feather 5.00

VISIONS
WIZARDS OF THE COAST- 1997

Full Set (167 cards) 175.00
Booster Pack (15 cards) 3.25
Booster Box (36 packs) 95.00
Commons 10

★ Aku Djinn 6.00
★ Anvil of Bogardan 6.00
☆ Archangel 8.00
Army Ants 1.00
Blanket of Night 1.50
★ Bogardan Phoenix 4.00
Brass-Talon Chimera 50
Breathstealer's Crypt 5.00
Brood of Cockroaches 50
★ Chronatog 6.00
★ City of Solitude 10.00
Coral Atoll 75
Corrosion 3.50
Creeping Mold 1.50
Daraja Griffin 75
★ Desertion 8.00
Desolation 75
★ Diamond Kaleidoscope 4.00
Dormant Volcano 75
Dragon Mask 75
Dream Tides 75
Elephant Grass 1.50
★ Elkin Lair 4.00
☆ Equipoise 5.00
Everglades 75
☆ Eye of Singularity 4.50
Femeref Enchantress 3.50
Firestorm Hellkite 8.00
★ Flooded Shoreline 4.00
★ Forbidden Ritual 4.50
Foreshadow 75
Goblin Recruiter 75
★ Griffin Canyon 4.50
Guiding Spirit 4.00
Heat Wave 75
Helm of Awakening 75
Honorable Passage 1.00
Hulking Cyclops 75
Iron-Heart Chimera 75
Juju Bubble 1.00
Jungle Basin 75
★ Kaervek's Spite 4.00
Karoo 75
★ Katabatic Winds 4.00
★ Kookus 5.00
Kyscu Drake 75
Lead-Belly Chimera 50
★ Lichenthrope 3.00
★ Lightning Cloud 5.00
Longbow Archer 1.00
Magma Mine 3.00
Marapi Golem 75
Miraculous Recovery 1.00
Mob Mentality 75
Mundungu 75
★ Natural Order 5.50
★ Necromancy 1.00
★ Necrosavant 4.00
Nekrataal 2.50
★ Ogre Enforcer 6.00
Ovinomancer 1.00
Peace Talks 1.00
☆ Phyrexian Marauder 4.00



TOP 10 HOTTEST CARDS

2) Mox Diamond

What's the big deal? So it can give you any color mana you want; you still have to chuck a land. But it's a MOX! Oh baby, come to daddy. With fan reaction being what it is, you'd think Wizards of the Coast would put the word 'Mox' or 'Lotus' in every new card.

★ Pillar Tombs of Aku 6.00
Prosperity 3.50
Pygmy Hippo 4.50
Quicksand 1.00
★ Quirion Druid 4.50
★ Rainbow Efreet 7.00
★ Relentless Assault 8.00
Relic Ward 75
☆ Retribution of the Meek 4.00
Righteous War 4.00
★ Rowen 4.00
☆ Sands of Time 5.00
Scalebane's Elite 75
Shimmering Efreet 75
Simoon 75
☆ Snake Basket 6.50
Spitting Drake 75
Squandered Resources 5.00
Stampeding Wildebeests 1.00
Suleiman's Legacy 4.00
Summer Bloom 1.00
Suq'ata Assassin 75
Talruum Piper 75
Teferi's Honor Guard 75
Teferi's Puzzle Box 5.50
★ Teferi's Realm 4.00
Tempest Drake 1.50
★ Three Wishes 5.00
Time and Tide 75
Tin-Wing Chimera 50
☆ Tithe 5.00
☆ Triangle of War 3.50
Uktabi Orangutan 75
★ Undiscovered Paradise 8.00
★ Vampiric Tutor 11.00
Vampirism 75
Viashino Sandstalker 1.75
Viashivan Dragon 9.00
Wand of Denial 7.00
Waterspout Djinn 1.00
Wind Shear 75
☆ Zhalfirin Crusader 5.00

WEATHERLIGHT
WIZARDS OF THE COAST- 1997

Full Set (167 cards) 180.00
Booster Pack (15 cards) 3.00
Booster Box (36 packs) 90.00
Commons 10

Abduction 1.00
☆ Abeyance 7.00
★ Aboroth 6.50
Aether Flash 1.50
Agonizing Memories 1.00
☆ Alabaster Dragon 7.50
★ Ancestral Knowledge 6.00
Arctic Wolves 1.00
Argivian Find 1.00
Argivian Restoration 1.00
Aura of Silence 1.00
★ Avizoa 4.50
Banishi 50
★ Bone Dancer 4.00
☆ Basium Strip 7.00
★ Bubble Matrix 6.00
Buried Alive 1.00
★ Cal of the Wild 5.00
Chimeric Sphere 50
Cinder Giant 1.00
Circling Vultures 1.00
Cloud Djinn 1.00
Cone of Flame 1.00
☆ Debt of Loyalty 5.00
★ Dense Foliage 6.00
Desperate Gambit 1.00
Dingus Staff 1.50
★ Doomsday 6.50
Downdraft 1.00
★ Dworven Thaumaturgist 4.00
★ Erta's Familiar 5.00
Follow Worm 1.00
Familiar Ground 1.00
★ Fervor 7.00
Festering Evil 1.00
★ Firestorm 7.50
Foriysian Brigade 50
★ Fungus Elemental 5.00
Gaea's Blessing 1.50
★ Gallowbraid 5.00
Gemstone Mine 3.50
Gerrard's Wisdom 1.00
★ Goblin Bomb 6.00
Goblin Grenadiers 1.00
★ Heart of Bogardan 6.00
★ Heat Stroke 5.00
Hidden Horror 1.00
Hurloon Shaman 50
★ Infernal Tribute 6.00
☆ Inner Sanctum 5.00
Jabari's Banner 1.00
Lava Hounds 1.00
★ Liege of the Hollows 5.00
Llanowar Behemoth 1.00
★ Lotus Vale 15.00
Mana Web 6.00
★ Maraxus of Keld 7.00
Master of Arms 1.00
Mischievous Poltergeist 1.00
Mistmoon Griffin 1.00
★ Morinfen 5.00
★ Mwonvuli Ooze 4.00
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Necratog 1.00
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Odylic Wraith 1.00
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☆ Serenity 6.00
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Steel Golem 1.00
Strands of Night 1.00
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Sylvan Hierophant 1.00
☆ Tariff 5.00
Teferi's Veil 50
Thran Forge 1.00
★ Thran Tome 4.50
★ Thundermare 8.00
Timid Drake 1.00
★ Tolarian Entrancer 5.00
★ Tolarian Serpent 5.00
Touchstone 50
★ Tranquil Grove 7.00
★ Urborg Justice 4.50
★ Urborg Stalker 4.50
Veteran Explorer 1.00
Vodalian Illusionist 1.00
Volunteer Reserves 1.50
★ Wave of Terror 5.00
★ Well of Knowledge 6.00
★ Winding Canyon 6.00
☆ Xanthic Statue 5.00

TEMPEST
WIZARDS OF THE COAST- 1997

Full Set (335 cards) 300.00
Booster Pack (15 cards) 3.00
Booster Box (36 packs) 95.00
Starter Deck (60 cards) 9.00
Starter Box (12 decks) 90.00
Starter Box (12 decks—pre-constructed) 75.00

Abandon Hope 1.00
Advance Scout 15
Aftershock 15
☆ Altar of Dementia 5.00
★ Aluren 7.00
Ancient Runes 1.00
Ancient Tomb 1.00
Angelic Protector 1.50
Anoint 15
Apes of Rath 1.25
★ Apocalypse 6.50
Armor Sliver 1.25
Armored Pegasus 15
☆ Auratog 4.00
☆ Avenging Angel 6.00
Barbed Sliver 1.00
Bayou Dragonfly 15
★ Bellowing Fiend 4.00
☆ Benthic Behemoth 5.00
Blood Frenzy 15
Blood Pet 15
Boil 1.00
☆ Booby Trap 8.00
Bottle Gnomes 1.50
★ Bounty Hunter 6.00
Broken Fall 15
★ Caldera Lake 5.00
Canopy Spider 15
★ Canyon Drake 3.25
Canyon Wildcat 15
Capsize 50
★ Carrionette 4.00
★ Chaotic Goo 3.75
Charging Rhino 1.00
Chill 1.50
Choke 1.50
Cinder Marsh 1.25
Circle of Protection: Black 15
Circle of Protection: Blue 15
Circle of Protection: Green 15
Circle of Protection: Red 15
Circle of Protection: Shadow 15
Circle of Protection: White 15
Clergy en-Vec 15
Clot Sliver 15
Cloudchaser Eagle 15
Coercion 15
★ Coffin Queen 5.00
Coiled Tinviper 15
☆ Cold Storage 4.00
★ Commander Greven il-Vec 10.00
★ Corpse Dance 4.50
Counterspell 15
★ Crazed Armodon 4.00
Crown of Flames 15
☆ Cursed Scroll 12.00
Dark Banishing 15
Dark Ritual 15
Darkling Stalker 15
Dauthi Embrace 1.50
Dauthi Ghoul 1.50
Dauthi Horror 15
Dauthi Marauder 15
Dauthi Mercenary 1.25
Dauthi Mindripper 1.00
Dauthi Slayer 15
★ Deadshot 5.00
★ Death Pits of Rath 6.00
Diabolic Edict 15
★ Dirtcowl Wurm 7.00
Disenchant 15
Dismiss 1.00

key

ARTIFACT ■ BLACK ■ BLUE ■ GOLD ■ GREEN ■ RED ❑ WHITE ■ LAND

■ COMMON ● UNCOMMON ★ RARE

IQ

- Disturbed Burial .15
- Dracoplasm 6.00
- Dread of Night 1.50
- Dream Cache .15
- ★ Dregs of Sorrow 5.50
- ★ Duplicity 5.00
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- ★ Echo Chamber 5.50
- ★ Elodamri, Lord of Leaves 7.50
- ★ Elodamri's Vineyard 7.50
- Elite Javelineer .15
- ★ Elven Warhounds 4.50
- Elvish Fury .15
- ★ Emerald Medallion 5.00
- ★ Emmessi Tome 4.50
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- ★ Energizer 5.00
- Enfeeblement .15
- Enraging Licid 1.25
- ★ Ertai's Meddling 4.00
- ★ Escaped Shapeshifter 5.50
- Essence Bottle 1.00
- Evincar's Justice .15
- Excavator 1.25
- ★ Extinction 4.00
- ★ Fevered Convulsions 4.50
- ★ Field of Souls 5.00
- Fighting Drake 1.00
- Firefly 1.00
- Fireslinger .15
- Flailing Drake 1.00
- Flickering Ward 1.50
- Flowstone Giant .15
- Flowstone Salamander .75
- ★ Flowstone Sculpture 5.00
- ★ Flowstone Wyvern 4.00
- ★ Fool's Tome 4.50
- Forest .15
- Frog Tongue .15
- ★ Fugitive Druid 4.00
- ★ Furnace of Rath 7.50
- Fylamarid 1.25
- Gallantry 1.00
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- Insight 1.25
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- ★ Kezzerdrix 4.00
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- Knight of Dawn 2.00
- Knight of Dusk 1.50
- Krakilin 2.00
- Leeching Licid 1.25
- Legacy's Allure 1.50
- Legerdemain 1.50
- Light of Day 2.00
- Lightning Blast .15
- Lightning Elemental .15
- ★ Living Death 5.00
- Lobotomy 2.50
- Lotus Petal 1.50
- Lowland Giant .15
- ★ Maddening Imp 4.00
- ★ Magmasaur 4.50
- ★ Magnetic Web 5.00
- Mana Severance 5.00
- Manakin .15
- Manta Riders .15
- ☆ Marble Titan 4.00
- Marsh Lurker .15
- Master Decoy .15
- ★ Mawcor 4.00
- Maze of Shadows 1.50
- ★ Meditate 10.00
- Metallic Sliver .15
- Mindwhip Sliver 1.25
- ★ Minion of the Wastes 5.00
- ★ Mirri's Guile 5.00
- Mnemonic Sliver 1.00
- Mogg Cannon .75
- Mogg Conscripts .15
- Mogg Fanatic .15
- Mogg Hollows 1.25
- Mogg Raider .15
- Mogg Squad 1.00
- ★ Mongrel Pack 4.50
- Mountain .15
- Mounted Archers .15
- Muscle Sliver .15
- Natural Spring .15
- ★ Nature's Revolt 6.00
- Needle Storm 1.50
- ★ No Quarter 4.00
- Nurturing Licid 1.25
- Opportunist 1.00
- ☆ Oracle en-Vec 5.00
- ☆ Orim, Samite Healer 5.00
- Orim's Prayer .75
- Overrun 3.50
- Pacifism .15
- ★ Pallimud 4.00
- Patchwork Gnomes .75
- ★ Pearl Medallion 5.00
- ☆ Pegasus Refuge 5.50
- Perish 1.00
- ★ Phyrexian Grimoire 4.00
- Phyrexian Hulk 1.00
- Phyrexian Splicer 1.25
- Pincher Beetles .15
- ★ Pine Barrens 5.50
- Pit Imp .15
- Plains .15
- Power Sink .15
- ★ Precognition 5.25
- Propaganda 2.00
- Puppet Strings 2.00
- Quickening Licid 1.00
- Rain of Tears 1.50
- Rampant Growth .15
- Ranger en-Vec 1.50
- ★ Rathi Dragon 12.00
- Rats of Rath .15
- Reality Anchor .15
- Reanimate 1.50
- Reap 1.00
- Reckless Spite 1.00
- ★ Recycle 6.00
- ★ Reflecting Pool 10.00
- Renegade Warlord 1.25
- Repentance 2.00
- Respite .15
- Rolling Thunder .15
- ★ Root Maze 5.00
- Rootbreaker Wurm .15
- Rootwalla .15
- Rootwater Depths 1.25
- Rootwater Diver 1.00
- Rootwater Hunter .15
- ★ Rootwater Matriarch 5.00
- ★ Rootwater Shaman 3.75
- ★ Ruby Medallion 5.00
- ☆ Sacred Guide 4.00
- Sadistic Glee .15
- ☆ Safeguard 4.00
- ★ Salt Flats 5.00
- Sandstone Warrior .15
- ☆ Sapphire Medallion 6.00
- Sarcomancy 4.00
- ★ Scabland 5.00
- ☆ Scalding Tongs 5.00
- ★ Scorched Earth 4.50
- Scragnoth 2.50
- Screeching Harpy .75
- ☆ Scroll Rack 7.00
- Sea Monster .15
- Searing Touch 1.00
- Seeker of Skybreak .15
- Segmented Wurm 1.25
- Selenia, Dark Angel 6.00
- Serene Offering 1.25
- Servant of Volrath .15
- Shadow Rift .15
- Shadowstorm 1.00
- Shatter .15
- Shimmering Wings .15
- ★ Shocker 7.00
- Sky Spirit 1.50
- Skyshroud Condor 1.00
- Skyshroud Elf .15
- ★ Skyshroud Forest 5.50
- Skyshroud Ranger .15
- Skyshroud Troll .15
- Skyshroud Vampire 1.25
- Soltari Crusader 1.00
- ☆ Soltari Emissary 5.00
- Soltari Foot Soldier .15
- Soltari Guerrillas 5.00
- Soltari Lancer .15
- Soltari Monk 1.25
- Soltari Priest 1.25
- Soltari Trooper .15
- Soulddrinker 1.25
- Spell Blast .15



TOP 10 HOTTEST CARDS

1) Cursed Scroll

Talk about a potent card. Keep one card in your hand to smack the hobbit snot out of your opponent at will. Or, if you're so inclined, smack around his creatures instead. Maybe this is why nobody can seem to knock the Scroll out of the number one slot.

- Spike Drone .15
- Spinal Graft .15
- ☆ Spirit Mirror 5.50
- Spontaneous Combustion 1.50
- Squee's Toy .15
- Stalking Stones 1.50
- ★ Starke of Rath 4.00
- ☆ Static Orb 6.00
- Staunch Defenders 1.00
- Steal Enchantment 2.00
- Stinging Licid 1.00
- Stone Rain .15
- Storm Front .75
- Stun .15
- Sudden Impact 2.00
- Swamp .15
- Tahngarth's Rage 1.00
- Talon Sliver .15
- Telethopter .75
- Thalakos Dreamsower 1.25
- Thalakos Lowlands 1.25
- Thalakos Merfolk .15
- Thalakos Seer .15
- Thalakos Sentry .15
- ☆ Thumbscrews 4.00
- Time Ebb .15
- ★ Time Warp 15.00
- Tooth and Claw 4.00
- ☆ Torture Chamber 4.00
- ★ Tradewind Rider 6.00
- Trained Armodon .15
- Tranquility .15
- Trumpeting Armodon 1.00
- Twitch .15
- ★ Unstable Shapeshifter 5.00
- Vec Township .75
- ★ Verdant Force 6.50
- Verdigris .75
- Vhat il-Dal 6.00
- Volrath's Curse .15
- Wall of Diffusion .15
- Warmth 2.00
- Wasteland 3.50
- Watchdog 1.25
- ★ Whim of Volrath 5.00
- Whispers of the Muse 2.00
- Wild Wurm 1.25
- Wind Dancer 1.75
- Wind Drake .15
- ☆ Winds of Rath 6.00
- Winged Sliver .15
- Winter's Grasp .75
- Wood Sage 4.00
- Worthy Cause 1.00

STRONGHOLD

WIZARDS OF THE COAST- 1998

Full Set (143 cards) 150.00
Starter Deck (60 cards) 8.95
Starter Box (12 decks) 90.00
Booster Pack (15 cards) 3.00
Booster Box (36 packs) 90.00

- Acidic Sliver 1.50
- ★ Amok 3.00
- ★ Awakening 4.00
- Bandage .15
- Bottomless Pit 1.50
- Brush with Death .15
- Bullwhip 1.00
- ★ Bargaining 5.00
- Calming Licid 1.00
- Cannibalize .15
- ★ Carnassid 5.00
- Change of Heart .15
- Cloud Spirit .15
- Constant Mists 1.50
- Contemplation 1.00
- Contempt .15
- Conviction .15
- Convulsing Licid 1.00
- Corrupting Licid 1.00
- Craven Giant .15
- Crossbow Ambush .15
- ★ Crovax the Cursed 4.00
- Crystalline Sliver 2.00
- Dauthi Trapper 1.00
- Death Stroke .15
- ★ Dream Halls 5.00
- Dream Prowler .15
- Duct Crawler .15
- Dungeon Shade .15
- Elven Rite 1.50
- Endangered Armodon .15
- Ensnaring Bridge 9.00
- ★ Evacuation 4.00
- Fanning the Flames 2.50
- Flame Wave 2.00
- Fling .15
- Flowstone Blade .15
- Flowstone Hellion 1.00
- ★ Flowstone Mauler 4.00
- Flowstone Shambler .15
- Foul Imp .15
- Furnace Spirit .15
- Gliding Licid 1.00
- ★ Grave Pact 6.00
- Hammerhead Shark .15
- Heartstone 1.50
- Heat of Battle 1.50
- ★ Hermit Druid 4.00
- Hesitation 1.50
- Hibernation Sliver 1.00
- ☆ Hidden Retreat 4.00
- Honor Guard .15
- ★ Horn of Greed 5.00
- Hornet Cannon 1.00
- ★ Intruder Alarm 4.00
- ★ Invasion Plans 4.00
- ☆ Jinxed Ring 3.00
- Lab Rats .15
- Lancers en-Kor 1.00
- Leap .15
- Lowland Basilisk .15
- Mana Leak .15
- Mask of the Mimic 1.50
- Megrim 2.00
- Mind Games .15
- Mind Peel 1.50
- ★ Mindwarper 4.00
- Mob Justice .15
- Mogg Bombers .15
- Mogg Flunkies .15
- ★ Mogg Infestation 5.00
- Mogg Maniac 2.00
- Morgue Thrull .15

Key

ARTIFACT BLACK BLUE GOLD GREEN RED WHITE LAND

COMMON UNCOMMON ★ RARE

★ Mortuary 3.00
☆ Mox Diamond 20.00
Mulch 15
Nomads en-Kor 15
Overgrowth 15
☆ Portcullis 5.00
Primal Rage 1.00
Provoke 75
☆ Pursuit of Knowledge 8.00
Rabid Rats 15
Ransack 1.00
Rebound 1.50
★ Reins of Power 4.00
★ Revenant 5.00
☆ Rolling Stones 6.00
★ Ruination 6.00
☆ Sacred Ground 4.00
Samite Blessing 25
Scapegoat 1.00
Seething Anger 25
Serpent Warrior 25
☆ Shaman en-Kor 4.00
★ Shard Phoenix 6.00
Shifting Wall 1.50
Shock 50
Sift 50
★ Silver Wyvern 5.00
★ Skeleton Scavengers 4.00
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Skyshroud Falcon 25
Skyshroud Troopers 25
Sliver Queen 10.00
Smite 50
☆ Soltari Champion 5.00
★ Spike Breeder 3.00
Spike Colony 15
Spike Feeder 50
Spike Soldier 1.00
Spike Worker 25
Spindrift Drake 25
Spined Sliver 1.00
Spined Wurm 25
Spirit en-Kor 25
★ Spitting Hydra 4.00
★ Stronghold Assassin 5.00
Stronghold Taskmaster 1.00
☆ Sword of the Chosen 3.00
Temper 2.00
Tempting Licid 1.00
★ Thalakos Deceiver 4.00
Tidal Surge 25
Tidal Warrior 25
Torment 25
Tortured Existence 25
Venerable Monk 25
★ Verdant Touch 4.00
Victual Sliver 1.50
★ Volrath's Gardens 3.00
☆ Volrath's Laboratory 4.00
★ Volrath's Shapeshifter 5.00
★ Volrath's Stronghold 6.00
Walking Dream 1.00
Wall of Blossoms 1.00
Wall of Essence 1.50
Wall of Razors 1.00
Wall of Souls 1.50
Wall of Tears 1.00
☆ Warrior Angel 6.00
Warrior en-Kor 1.00
Youthful Knight 25

PROMOTIONAL CARDS

★ Arena 7.50
★ Giant Badger 7.50
☆ Mana Crypt 25.00
★ Nalathni Dragon 5.00
★ Sewers of Estark 5.00
★ Windseeker Centaur 5.00

PORTAL

WIZARDS OF THE COAST- 1997

Full Set (215 cards) 150.00
Starter Deck (86 cards) $9.00
Starter Box (12 decks) 90.00
Booster Pack (16 cards) 3.00
Booster Box (36 packs) 90.00
Commons 10
Uncommons 50

☆ Alaboster Dragon 5.50
★ Alluring Scent 3.00
★ Ancestral Memories 5.00
☆ Archangel 8.00
☆ Armageddon 10.00
★ Balance of Power 4.50
☆ Blessed Reversal 4.00
☆ Blinding Light 3.00
★ Capricious Sorcerer 2.00
★ Charging Rhino 2.50
★ Cloud Dragon 3.50
★ Cruel Bargain 3.00
★ Cruel Fate 5.00
★ Cruel Tutor 5.00
★ Devastation 6.00
★ Djinn of the Lamp 5.00
★ Dread Charge 4.00
★ Dread Reaper 4.00
★ Earthquake 5.00
★ Ebon Dragon 6.00
★ Endless Cockroaches 2.00
★ Exhaustion 2.00
★ Final Strike 5.00
★ Fire Dragon 7.50
★ Fire Tempest 4.00
★ Forked Lightning 5.00
☆ Gift of Estates 3.00
☆ Harsh Justice 4.00
★ Hurricane 1.50
★ King's Assassin 5.00
★ Last Chance 5.00
★ Mercenary Knight 3.00
★ Natural Order 5.00
★ Nature's Cloak 4.00
★ Phantom Warrior 2.00
★ Pillaging Horde 10.00
★ Primeval Force 5.00
★ Prosperity 5.00
★ Pyroclasm 2.50
★ Scorching Spear 2.00
★ Serpent Assassin 4.00
☆ Spiritual Guardian 4.00
☆ Stern Marshal 3.00
★ Summer Bloom 3.50
★ Sylvan Tutor 3.00
★ Taunt 3.50
☆ Temporary Truce 3.00
★ Thing from the Deep 5.50
★ Thundering Wurm 4.00
★ Thundermare 8.00
★ Treetop Defense 3.50
★ Volcanic Dragon 6.50
★ Wicked Pact 3.00
★ Winds of Change 2.00
★ Wood Elves 2.00
☆ Wrath of God 10.00

FACTORY SETS

M:TG Beta Factory Set (363 cards) $200.00
This set is known as the "Domestic Edition." Cards have square borders with gold trim. Backs also have the words "Collectors' Edition" in gold letters. These cards are not tournament legal. 10,000 printed.

M:TG Beta International Factory Set (363 cards) $225.00
Known as the "International Edition," this set is the same as above except the cards have "International Collectors Editon" on them. Cards are also not tournament legal. 5,000 printed.

M:TG Pro Tour Collector Set $100.00
This set contains the eight top decks from the NYC tournament in a special slipcase. There are 720 cards in total. 20,000 printed.





WENT UP | WENT DOWN | HEAVILY TRADED | NEW SET

INQUEST price guide

BABYLON 5

Full Set (446 cards)	$200.00
Starter Deck	8.95
Starter Box (12 decks)	100.00
Booster Pack	2.00
Booster Box	45.00
Commons (starter deck & booster pack)	.25
Unlisted Uncommons	1.00

As It Was Meant To Be	R	4.50
Babylon 5 Unrest	R	3.50
Bester	R	10.00
Bio-Weapon Discovery	R	3.50
Blockade	R	3.50
Brighter Future, A	U	3.50
Carpe Diem	R	4.00
Casualty Reports	R	3.50
Competing Interests	R	3.50
Conflicting (Desires, Loyalties)	R	3.50 ea.
Consolidated Position	R	3.50
Counterintelligence	R	4.00
Covert Allies	R	3.50
Crusade	R	4.50
Damage Control Team	R	4.00
Delenn Transformed	R	6.00
Demonstrative Victory	R	3.50
Despair	R	3.50
Diplomatic Advantage	R	3.50
Disaffected (all affiliations)	R	4.00 ea.
Disgrace	R	3.50
Elric	R	5.00
Emperor Turhan	R	6.00
Eye, The	R	4.50
Fixed In Their Ways	U	1.00
Fleet Of The Line	R	5.50
Forced (Commitment, Evolution)	R	3.50 ea.
Forced Impairment	R	4.00
Forces Collide	R	3.50
Free The Souls	R	3.50
General Franklin	U	.25
Glory	R	3.50
Government Opposition	R	3.50
Great Machine, The	R	4.50
Grey Council Fleet	R	5.00
G'Sten	R	6.00
Harvest Souls	R	3.50
Heavy Fleet	R	4.00
Immortality Serum	R	3.50
Imperial Telepaths	R	4.50
Inevitable Destiny	R	3.50
It Will Be His Undoing	R	3.50
Jason Ironheart	R	7.00
Jha'Dur	R	5.00
John Sheridan	R	10.00
Kosh Naranek	R	7.50
Lady Ladira	U	1.00
Left Vulnerable	R	3.50
Louis Santiago	R	7.50
Maintain The Peace	R	3.50
Marcus Cole	R	7.00
Markab Fleet	R	4.00
Martyr	R	4.00
Minister Malachi	R	5.50
Morden	R	7.50
Motivated Leaders	R	4.00
Negotiated Surrender	R	3.50
No Escape	R	3.50
Non-Aligned Support	R	3.00
Not Meant To Be	R	3.50
Observers	R	4.00
Order Above All	R	4.50
Parliament Of Dreams	R	3.50
Paying For Sins	R	3.50
Power Posturing	R	3.50
Prolonged Talks	R	3.50
Protests	R	3.50
Public Apology	R	3.50
Racial Hatred	R	3.50
Rally The People	R	3.50
Ramming	R	3.50
Rangers Surveillance	R	4.00
Rathenn	R	5.00
Recalled To Service	R	3.50
Reverse Advances	R	3.50
Rogue Soul Hunter	R	4.50
Salvage Yard	R	4.00
Secondary Control	R	3.50
Secret Strike	R	4.00
Seizing the Advantage	R	3.50
Shakat	R	5.00
Skeletons In The Closet	R	3.50
Sleeping Z'na'dum	R	5.00
Spin Doctors	R	3.50
Stealth Technology	R	4.00
Thento Makur	R	5.00
Third Battle Fleet (Centauri)	R	6.50
Total War	R	4.00
Tu'Pari	R	8.00
Vendetta	R	3.00
Vital Interests	R	3.50
Vorlon Enhancement	R	4.00
Vorlon Rescue	R	3.50
Vree Saucers	R	4.00
War Leader Shakiri	R	6.00
Wardeader's Fleet	R	6.00
Warrior Caste	R	3.50
Witness Protection	R	3.50
Wounded	R	3.50

BATTLETECH

Full Set (293 cards)	$280.00
Starter Deck (60 cards)	9.00
Starter Box (12 decks)	95.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	99.00
Unlisted Commons	.10
Unlisted Uncommons	.25

Alex Mallory	R	7.50
Arms Reduction	R	5.00
Arrow IV Battery	U	1.00
Atlas, AS7-K	R	5.00
Axman, AXM-1N	R	5.00
Bearer of McKennsy Hammer	R	6.00
Bjorn Jorgensson	R	11.00
Candace Liao	R	8.50
Communications Failure	R	5.00
Contract w/Gray Death Legion	R	5.00
Contract with Wolf's Dragoons	R	5.50
Coventry Metal Works	V	2.50
Crockett, CRK-5003-1	U	1.00
Culling	R	5.00
Daisha A, Dire Wolf	R	16.00
Death Commando Strike	R	5.00
DEST Pilot	R	5.00
Dragonfly A, Viper	R	5.00
Dragonfly B, Viper	U	1.00
Dragonfly C, Viper	U	1.00
Dragonfly D, Viper	U	1.00
Dragonfly Prime, Viper	U	1.00
Elias Crichell	R	6.25
Elite Infantry	R	5.00
Elite MechWarrior	U	1.00
Evantha Fetladral	R	5.00
Exterminator, EXT-4D	U	1.00
Falcon, FLC-4P	U	1.00
Fenris A, Ice Ferret	U	1.00
Firestarter, FS9-S	R	5.50
Flashman, FLS-8K	R	5.00
Galen Cox	R	7.50
Gladiator B, Executioner	R	5.50
Grayson Death Carlyle	R	8.50
Guerrilla Support	R	5.00
Guillotine, GLT-5M	R	4.50
Hanse Davion "The Fox"	R	9.50
Heavy Industry	V	2.50
Highlander, HGN-732	R	5.00
Hoplite, HOP-4D	R	5.00
ISF Counterespionage	R	5.00
Jaime Wolf	R	8.00
Justin Xiang Allard	R	9.00
Kai Allard-Liao	R	11.00
Koshi A, Mist Lynx	R	5.00
Koshi C, Mist Lynx	R	5.00
Koshi D, Mist Lynx	U	1.00
Lancelot, LNC25-01	R	5.00
Leo Showers	R	6.00
Luck of the Fox	R	5.00
Mad Cat A, Timber Wolf	U	1.00
Mad Cat B, Timber Wolf	U	1.00
Mad Cat C, Timber Wolf	R	5.00
Mad Cat D, Timber Wolf	U	1.00
Man O' War A, Gargoyle	R	5.00
Man O' War B, Gargoyle	R	5.00
Man O' War C, Gargoyle	R	5.00
Manipulation of Romano	R	5.00
Marik Arms Trade	V	2.50
Marissa Morgan	R	6.50
Masakari C, Warhawk	R	5.00
Masakari Prime, Warhawk	R	5.00
Maskirovka Operatives	R	5.00
Mauler, MAL-1R	R	5.00
Melissa Steiner Davion	R	10.00
Morgan Hasek-Davion	R	8.00
Morgan Kell	R	9.00
NAIS	V	2.50
Natasha Kerensky	R	16.00
Open Supply Lines	R	5.00
Orion, ON1-K	U	1.00
Orion, ON1-M	R	5.00
Perimeter Alarm	R	5.00
Phelan	R	9.00
Pryde's Pride	R	5.00
Rampage!	R	5.00
Raven, RVN-3L	U	1.00
Reassigned Pilot	R	4.00
Report from the Watch	R	5.00
Romano Liao	R	7.00
Rookie Pilot	R	5.00
Ryoken A, Stormcrow	U	1.00
Ryoken D, Stormcrow	U	1.00
Sabotaged Heat Sinks	R	5.00
Sabotaged Missiles	R	4.00
Sacrifice for the Dragon!	R	4.50
SAFE Report	R	4.00
Satchel Charges	R	4.50
Scrounger Crew	V	2.50
Shogun, SHG-2F	R	5.00
Silver Sunburst Pilot	R	4.50
Spider, SDR-5V	U	1.00
Steal 'Mech	R	5.00
Subhash Indrahar	R	6.00
Sun Zhang Academy	V	2.50
Takashi Kurita	R	10.00
Teachings of Unfinished Book	R	4.00
Theodore Kurita	R	8.00
Think Tank	V	2.00
Thomas Marik	R	8.00
Thor B, Summoner	R	5.00
Tsen Shong	R	5.00
Uller C, Kit Fox	R	5.00
Victor Steiner-Davion	R	9.00
Vulture B, Mad Dog	R	5.00
Wyvern, WVE-5N	R	5.00

ARSENAL EXPANSION

Full Set (108 cards)	110.00
Booster Pack (15 cards)	2.99
Booster Box (36 packs)	90.00
Commons	.25
Uncommons	1.00

Airdropped Supplies	R	4.00
Command Circuit	R	4.50
Coordinator Theodore Kurita	R	5.50
Cyrano	R	5.00
Dan Allard	R	5.00
Diamond Will's	R	4.50
Doc Trevena	R	5.00
Elizabeth O'Bannon	R	5.50
Fire Falcon A	R	5.00
Hanse Davion's Legacy	R	5.00
Holovid Frameup	R	4.00
Jade Monkey	R	4.00
Janos Marik's Legacy	R	5.50
Jerrard Cranston	R	5.00
Katrina Steiner's Legacy	R	4.50
Keith Smith	R	5.00
Kodiak	R	4.00
Lightning	R	5.50
Mad Cat Pryde	R	4.50
Magi	R	5.00
Maximillian Liao's Legacy	R	5.00
Mech Recall	R	4.00
Nightshade	R	5.00
Ontos (LRM Variant)	R	5.50
Pillager	R	4.50
Primus Shanlar Mori	R	5.00
Puma	R	4.50
Shadow Cat B	R	4.00
Steel Talons	R	4.50
Takashi Kurita's Legacy	R	5.00
Tanya O'Bannon	R	5.50
Thor M	R	5.00
Tormano Liao	R	4.00
Trial of Bloodright	R	5.00
Trial of Refusal	R	4.00
Unlikely Love Affair	R	4.00

DOOMTOWN

Full Set (157 cards)	•
Starter Deck (60 cards)	9.00
Mixed Display (6 decks, 18 packs)	108.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	108.00

A Coach Comes to Town	C	.10
A Price on His Head	R	3.00
Abandoned Mine	R	3.00
And Stay Down!	R	2.50
Arizona Jane	R	2.50
Arson	C	.10
Bad Tequila	C	.10
Benny Hibbs	C	.10
Black Jack	D	1.50
Blacksmith	C	.10
Bluff	R	3.00
Bob Bidwell	C	.10
Brawl	C	.10
Bucket Brigade	C	.10
Bullet-Proof Vest	C	.10
Casino Morongo	C	.10
Cassidy Greene	C	.10
Caught With Yer Pants Down	R	2.50
Cave-in	R	3.00
Charlie Landers	C	.10
Cheatin' Varmint	C	.10
Christmas Day	R	2.00
Claim Jumper	C	.10
Claims Office	R	3.00
Clean Up the Town	C	.10
Clell Miller	C	.10
Cletus Peacock	C	.10
Colorado Lode	R	3.00
Cordelia "Corky" Hendricks	C	.10
Crack Shot	R	3.00
Dead Man's Hand	R	3.00
Deputy John Templeton	R	2.50
Dispatch Office	C	.10
Diversion	C	.10
Don't Like Yer Looks!	R	3.00
Double Dealin'	C	.10
Dragon's Nest Strike	R	3.00
Drawing a Bead	R	2.50
Drop in the Ocean Strike	C	.10
Dust Devil	R	2.50
Dynamite Luancher	R	3.00
Earthquake	R	3.00
Easter Sunday	C	.10
Eddie Bellows	R	3.00
Erik Zarkov	R	3.00
Eureka!	C	.10
Exchange Office	C	.10
Extortion	R	2.00
Fanning the Hammer	C	.10
Father Juan Navarro	C	.10
Fineos von Landingham	R	2.50
Foale's Folly	C	.10
Founder's Day	R	2.50
Framed	R	3.00
Friends in Low Places	C	.10
Fu Leng's Laundry & Tailoring	R	2.50
Full Moon	R	2.50
Gatling Pistol	R	2.50
Getting' Outta Hand	R	2.50
Giddyup!	C	.10
Girl	R	2.50
Golden Mare Hotel	R	2.50
Grave Robbin'	R	2.00
Graveyeard	R	2.50
Gremlins	R	3.00
Hangin' Judge Gabriel	R	3.00
Haunting	C	.10
Head 'em Off at the Pass	C	.10
Headsman's Axe	R	2.50
Heavy Rain	C	.10
Hector Caspero	C	.10
Hell's Fury	R	2.50
Henry's Hole	C	.10
Hideout	R	2.50
Humphrey Walters	R	2.50
Ignore 'im	C	.10
J.P. Coleman	D	1.50
Jail	R	2.50
Jessie Freemont	C	.10
Just a Graze	C	.10
Kenny	C	.10
LAD Saloon	R	2.50
Lady Luck	R	3.00
Lilith Vandekamp	R	2.50
Lucky Ted	C	.10
Lynch Mob	R	3.00
Marcus Periwinkle	C	.10
Mechanical Horse	C	.10
Meredeith Singleton	R	2.50
Mick Caples	C	.10
Miner's Union House	R	3.00
Nash Bilton	R	3.00
Nasty Doc's	R	3.00
Nate Hunter	R	3.00
New Hat	C	.10
Nice Boots, Chief	R	2.50
Old Moon Saloon	C	.10
Oswald Hardinger	D	1.50
Out of Ammo	R	3.00
Pannin' for Gold	R	3.00
Pearl-Handled Revolver	C	.10
Perry's Pawnshop	R	3.00
Pharmacy	R	2.50
Photographer Shop	C	.10

key: WENT UP | WENT DOWN | HEAVILY TRADED

Pike's Puddle Mine	C	.10
Pinto	C	.10
Pony Express	C	.10
Prof. Parham's Miracle Elixir	C	.10
Prof. Susan Franklin	C	.10
Quickdraw	C	.10
Rachel Sumner	R	3.00
Raid	C	.10
Ray Gun	R	3.00
Roan	C	.10
Robert Holmes	C	.10
Rock Ridge Mine	R	2.50
Rocket Pack	R	2.50
Run Outta Town	C	.10
Sam's General Store	C	.10
San Simeon Mine	C	.10
Sandra Haris	C	.10
Scalpin'	R	2.50
Schoolhouse	C	.10
Scrapyard	R	3.00
Shortcut	R	2.50
Silas Peacock	C	.10
Snake Eyes	R	3.00
Spike Dougan	R	3.00
Spirit of Kentucky Shaft	C	.10
St. Martin's Chapel	R	2.50
Still	R	2.50
Sun in Yer Eyes	C	.10
Sweaty Dynamite	C	.10
Tao Cheng - "T.C."	C	.10
The 1st Bank of Gomorra	R	2.50
The Alright Corral	C	.10
The Blackjacks	D	1.50
The Collegium	D	1.50
The Courthouse	R	2.50
The Desert Rose Lode	C	.10
The Fair Comes to Town	R	2.00
The Golden Crack	R	3.00
The Joker	R	5.00
The Law Dogs	D	1.50
The Sabbath	R	2.50
The Slaughterhouse	C	.10
The Tree	R	2.00
The Undertaker's	C	.120
Tombstone Dispatch Branch Office	C	.10
Town Hall	R	3.00
Vampire Dance Hall Girl	R	2.50
Victor Navarro	C	.10
Warrant	C	.10
Winchester Rifle	C	.10
Wishing Well	C	.10
Yellow Belly	R	3.00
Yer all Chicken!	R	2.50

MIDDLE-EARTH: THE WIZARDS LIMITED EDITION

DECIPHER—1995

Full Set (484 cards)	$325.00
Starter Deck (76 cards)	10.00
Starter Box (10 decks)	95.00
Booster Pack (15 cards)	3.50
Booster Box (36 packs)	100.00
Unlisted Common cards	.20
Unlisted Common sites	.25
Unlisted Common characters	.25
Unlisted Uncommon cards	.75
Unlisted Rare cards	4.00

Pr rarity denotes promo.

Adunaphel	R	10.00
Agburanar	R	8.00
Akhârahil	R	10.00
Align Palantir	U	1.50
Arkenstone, The	R	8.00
Army of the Dead	R	6.50
Assassin	R	8.00
Balance of Things, The	R	6.50
Balrog of Moria	R	10.00
Bane of the Ithil-stone	R	8.50
Barad-dûr	R	6.50
Bilbo	R	13.00
Black Arrow	Pr	4.00
Burden of Time, The	U	1.00
Call of the Sea	U	1.50
Cirdan	R	9.00
Cirith Ungol	R	4.50
Cock Crows, The	U	1.50
Daelomin	R	6.50
Dáin II	R	7.50
Dwar of Waw	R	8.00
Dw. Ring of Barin's Tribe	R	6.00
Dw. Ring of Bavor's Tribe	R	6.00
Dw. Ring of Druin's Tribe	R	6.00
Dw. Ring of Durin's Tribe	R	6.50
Dw. Ring of Dwalin's Tribe	R	6.00
Dw. Ring of Thelor's Tribe	U	3.00
Dw. Ring of Thrár's Tribe	U	3.00
Elf-song	R	7.50
Elrond	R	8.00
Eye of Sauron	R	8.00
Fair Travels in Dark-domains	R	5.50
Fair Travels in Free-domains	R	5.50
Fell Beast	R	7.50
Frodo	R	12.50
Fury of The Iron Crown	Pr	3.00
Galadriel	R	10.00
Gambling the Old	U	1.50
Ghân-buri-Ghân	U	1.50
Glamdring	U	1.50
Glittering Caves	U	1.50
Glóin	U	1.50
Golaberry	U	2.00
Gollum's Fate	R	7.50
Great Eagles, The	U	1.50
Great Ship	R	6.50
Hillmen	U	1.50
Hoarmurath of Dir	R	10.00
Hobbits	R	9.00
Huorn	U	.75
Imrahil	U	1.00
Indûr Downdeath	R	8.00
Iron Crown, The	Pr	3.00
Isles of the Dead that Live	R	6.50
Khamûl the Easterling	R	10.00
Knights of Dol Amroth	U	1.50
Lossoth	U	1.50
Magic Ring of Courage	U	1.75
Magic Ring of Lore	U	1.75
Magic Ring of Nature	U	1.75
Magic Ring of Stealth	U	1.75
Magic Ring of Words	U	1.75
Merry	U	1.50
Mithril-coat, The	R	7.50
Moon	U	1.50
Morannon	R	8.00
Morgul-horse	R	8.00
Morgul-knife	R	7.50
Morgul Night	R	8.00
Mount Doom	U	1.50
Mount Gundabad	U	1.50
Mouth of Sauron	R	10.00
Narsil	U	1.50
Norya	R	7.50
Nazgûl are Abroad, The	R	7.50
Neeker-Breekers	Pr	2.50
Nenya	R	7.00
Old Man Willow	U	1.50
Old Thrush, The	U	1.50
Olog-hai (Trolls)	U	1.50
One Ring, The	R	42.00
Orcrist	U	1.50
Ost-in-Edhil	U	1.50
Palantír of Elostirion	U	1.50
Palantír of Minas Tirith	U	1.50
Palantír of Orthanc	U	1.50
Pale Sword, The	R	8.00
Precious, The	R	8.00
Pûkel-men	R	5.00
Quickbeam	U	1.50
Quiet Lands	U	1.50
Ren the Unclean	R	8.50
Roäc the Raven	R	5.50
Rogrog	R	5.50
Sacrifice of Form	R	9.50
Secret Entrance	R	6.50
Shadowfax	R	7.00
Shelob	R	10.00
Shelob's Lair	R	7.50
Siege	R	7.50
Silent Watcher	R	5.50
Smaug	R	11.50
Thief	R	7.50
Thorin II	R	7.25
Tom (Tuma)	U	2.00
Torque of Hues	U	1.50
Traitor	R	8.00
True Fána	R	8.00
Uvatha the Horseman	R	10.00
Vale of Erech	R	6.00
Vilya	R	6.00
White Tree, The	R	6.50
Will of Sauron, The	R	9.00
Will of the Ring, The	R	6.00
Witch-king of Angmar	R	10.00
Wizard's Fire	R	6.00
Wizard's Flame	U	2.00
Wizard's Laughter	U	1.50
Wizard's River-horses	U	2.00
Words of Power and Terror	R	6.50

STAR TREK: THE NEXT GENERATION UNLIMITED

DECIPHER—1994

Full Set (363 cards)	$250.00
Starter Deck (60 cards)	8.00
Starter Box (12 decks)	80.00
Booster Pack (15 cards)	2.95
Booster Box (36 packs)	80.00
Unlisted Common cards	.15
Unlisted Common Personnel cards	.50
Unlisted Uncommons	.75

Cards are white-bordered.

Albert Einstein	R	5.00
Alidar Jarok	R	4.00
Alien Groupie	R	4.00
Alyanna Nechayev	R	4.50
Ancient Computer	R	3.50
Anti-Time Anomaly	R	3.50
Armus–Skin of Evil	R	5.00
Avert Disaster	R	3.00
B'Etor	R	8.00
Barclay's Protoplasmic Disease	R	4.00
Betazoid Gift Box	R	6.50
Beverly Crusher	R	14.50
Borg Ship	R	9.00
Bynars Weapon Enhancement	R	5.00
Crasis	R	6.50
Crystalline Entity	R	5.00
Cultural Observation	R	4.00
Cytherians	R	4.00
Data	R	27.50
Deanna Troi	R	12.00
Devil, The	R	4.50
Devoras	R	5.50
Dr. La Forge	R	5.00
Dr. Leah Brahms	R	4.50
Duras	R	5.50
Evaluate Terraforming	R	3.00
Explore Black Cluster	R	2.50
Explore Dyson Sphere	R	3.00
Explore Typhone Expanse	R	3.00
Extraction	R	2.50
Geordi La Forge	R	17.50
Goddess of Empathy	R	5.00
Gowron	R	7.50
Haakona	R	6.00
Honor Challenge	R	4.00
Horga'hn	R	7.00
Hugh	R	5.00
Hunt for DNA Program	R	3.50
I.K.C. Bortas	R	6.50
I.K.C. Buruk	R	5.50
I.K.C. Hegh'ta	R	5.50
I.K.C. Pagh	R	6.00
I.K.C. Qu'Vat	R	5.50
Iconia Investigation	R	3.50
Interphase Generator	R	6.00
Investigate Alien Probe	R	3.00
Investigate Disappearance	R	3.00
Investigate Disturbance	R	3.50
Investigate Massacre	R	3.00
Investigate Raid	R	3.00
Investigate Rogue Comet	R	3.00
Investigate "Shattered Space"	R	3.00
Investigate Sighting	R	3.00
Investigate Time Continuum	R	3.00
Jaglon Shrek–Info Broker	R	3.50
Jean-Luc Picard	R	28.00
Kahless	R	4.50
Kargan	R	4.50
K'Ehleyr	R	4.50
Kevin Uxbridge	U	1.00
Khazara	R	6.00
Khitomer Research	R	3.00
Kivas Fajo–Collector	U	1.00
Klingon Death Yell	R	4.00
Ktorian Game	R	4.00
Kurak	R	6.00
Kurlan Naikos	R	6.00
Kurn	R	5.00
Leah Brahms	R	4.50
Lore Returns	R	5.50
Lore's Fingernail	R	5.00
Lursa	R	6.00
Lwaxanna Troi	R	7.50
Medical Relief	R	3.00
Mendak	R	4.00
Morgan Bateson	R	4.50
Nagilum	R	4.00
Neela Daren	R	4.50
New Contact	R	3.00
Pegasus Search	R	3.00
Pi	R	4.50
Q	R	8.00
Reginald Barclay	R	5.50
Richard Galen	R	4.50
Ro Laren	R	6.00
Roga Danar	R	7.50
Sarek	R	5.50
Sarjenka	R	3.00
Sarthong Plunder	R	3.50
Satelk	R	5.00
Seek Life-form	R	3.50
Sela	R	7.00
Shelby	R	5.00
Sir Isaac Newton	R	5.00
Study "Hole in Space"	R	3.50
Study Lonka Pulsar	R	3.50
Study Nebula	R	3.50
Supernova	R	5.00
Survey Mission	R	3.50
Tam Elbrun	R	5.50
Tasha Yar	R	11.00
Temporal Causality Loop	R	4.50
Thomas Riker	R	13.50
Thought Maker	R	7.50
Time Travel Pod	R	7.50
Tomalak	R	4.50
Toreth	R	5.00
Tox Uthat	R	7.00
Tsiolkovsky Infection	R	4.00
U.S.S. Brittain	R	6.00
U.S.S. Enterprise	R	25.00
U.S.S. Hood	R	7.00
U.S.S. Phoenix	R	6.50
U.S.S. Yamato	R	8.00
Varan-T Disruption	R	6.50
Vash	R	4.50
Vulcan Stone of Gol	R	6.50
Warp Core Breach	R	4.50
Wesley Crusher	R	12.50
William T. Riker	R	22.00
Wind Dancer	R	4.00
Worf	R	20.00
Wormhole Negotiations	R	3.50

STAR TREK: THE NEXT GENERATION LIMITED

DECIPHER—1995

Full Set (363 cards)	$650.00
Starter Deck (60 cards)	15.00
Starter Box (12 decks)	135.00
Booster Pack (15 cards)	6.00
Booster Box (36 packs)	175.00

Cards are black-bordered.
Single cards are worth 30% to 40% more than unlimited equivalents.

ALTERNATE UNIVERSE EXPANSION

DECIPHER—1995

Full Set (122 cards, not including "Future Enterprise")	$135.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	80.00
Unlisted Common cards	.10
Unlisted Common Personnel cards	.25
Unlisted Uncommon cards	.75
Unlisted Rare cards	3.00

Berlingoff Rasmussen	R	5.00
Beverly Picard	R	9.00
Brute Force	R	4.00
Commander Tomalak	R	5.00
Cryosatellite	R	5.00
Data's Head	R	6.00
Devidian Doorway	R	4.50
FGC-47 Research	R	4.50
Future Enterprise	UR	72.50
Gomtuu	R	5.00
Governor Worf	R	12.00
Ian Andrew Troi	R	5.00
Iconian Gateway	R	5.50
Lakanta	U	1.00
Lt. (j.g.) Picard	U	1.00
Major Rakal	R	5.50
Ophidian Cane	R	5.00
Reunion	R	4.50
Samuel Clemens' Pocketwatch	R	5.00
Tasha Yar-Alternate	R	8.00
U.S.S. Enterprise-C	R	15.00

Q CONTINUUM EXPANSION

DECIPHER—1995

Full Set (121 cards)	$100.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	85.00
Common Cards	.15
Uncommon Cards	.75
Unlisted Rare Cards	4.50

Arbiter of Succession	R	5.00
Blade of Tkon	R	7.50
Canar	R	5.50
Data's Body	R	3.50
Doppelganger	R	5.00
Galen	R	7.00
IKC Mabt-R'a	R	5.00
Juliana Tainer	R	6.00
Katherine Pulaski	R	7.00
Klingon Civil War	R	5.00
Lal	R	7.50
Madam Guinan	R	9.50
Monheim's Dimensional Door	R	5.00
Mona Lisa	R	6.00
Mortal Q	R	7.00
Mr. Homn	R	5.00
Nick Locarno	R	5.50
Sheliak, The	R	6.00
USS Stargazer	R	8.00
Yuta	R	5.50

1Q price guide

FIRST CONTACT EXPANSION

Dec. Price - 1997

Full Set (130 cards)		140.00
Booster Pack (9 cards)		2.50
Booster Box (30 packs)		65.00
Common Cards		.15
Unlisted Uncommon Cards		.75
Abandon Mission	R	4.00
Adapt: Modulate Shields	U	1.00
Admiral Hayes	R	5.00
Alas, Poor Queen	R	3.50
Alyssa Ogawa	R	5.00
Android Headlock	R	3.50
Antique Machine Gun	R	4.00
Assimilate Counterpart	U	1.00
Assimilate Homeworld	R	3.50
Assimilate Starship	U	1.00
Assimilate This!	R	3.50
Assimilation Table	U	1.00
Assimilation Tubules	U	1.00
Balancing Act	U	1.00
Beverly Crusher	R	10.00
Blended	U	1.00
Borg Cube	U	1.00
Borg Kiss	R	4.00
Borg Neuroprocessor	R	4.00
Borg Queen	R	16.00
Borg Servo	U	1.00
Build Interplexing Beacon	R	3.50
Data	R	16.00
Dead End	U	1.00
Deanna Troi	R	10.00
Disengage Safety Protocols	U	1.00
Don't Call Me Ahab	U	1.00
E.M.H. Program	U	1.00
Eliminate Starship	U	1.00
Espionage Mission	R	3.50
Fractal Encryption Code	U	1.00
Geordi La Forge	R	12.50
Hawk	U	1.00
He Will Make An Excellent Drone	U	1.00
I'm a Doctor, Not a Doorstop	U	1.00
Intermix Ratio	U	1.00
Jean-Luc Picard	R	17.00
Kathleen Tonell	U	1.00
Launch Portal	U	1.00
Lightner	U	1.00
Lily Sloane	R	5.00
Lisa Azar	U	1.00
Magic Carpet Ride OCD	R	4.50
Mercy Kill	U	1.00
Mirror Image	U	1.00
Mission Debriefing	U	1.00
Montanno Missile Complex	R	4.50
My First Raygun	R	4.00
Ocular Implants	R	3.50
Oaby Dooby	R	3.50
Patrol Neutral Zone	U	1.00
Paul Porter	R	5.00
Phoenix	R	5.50
Prepare Assault Teams	U	1.00
Primitive Culture	R	3.50
Queen's Borg Cube	R	12.00
Queen's Borg Sphere	R	9.50
Ready Room Door	U	1.00
Regenerate	R	4.00
Reginald Barclay	R	5.00
Remoduation	U	1.00
Retask	R	4.00
Salvage Starship	R	4.00
Scorched Hand	U	1.00
Scout Encounter	R	3.50
Sense the Borg	U	1.00
Sevek	U	1.00
Shipwreck	R	4.00
Solkar	R	5.00
Starfleet Type III Phaser Rifle	U	1.00
Stop First Contact	R	3.50
Strict Dress Code	R	4.00
T'Shonra	U	1.00
Temporal Vortex	U	1.00
Temporal Wake	R	3.50
Theta-Radiation Poisoning	R	4.00
Thomas McClure	U	1.00
Three-Dimensional Thinking	R	3.50
Tommygun	U	1.00
USS Bozeman	U	1.00
USS Enterprise-E	R	20.00
Undetected Beam-In	R	3.50
Visit Cochrane Memorial	R	4.00
Vulcan Lander	U	1.00
Wall of Ships	R	4.50
Weak Spot	R	4.00
William T. Riker	R	13.00
Worf	R	12.00
Zefram Cochrane	R	8.00
Zefram Cochrane's Telescope	R	4.50

THE FAJO COLLECTION

Dec. Price - 1997

Full Set (18 cards)		125.00
1962 Roger Maris Baseball Card	R	8.00
Black Hole	R	10.00
Dixon Hill's Business Card	R	8.00
DNA Metamorphosis	R	7.00
Dr. Soong	R	14.00
Guinan	R	15.00
I.K.C. Chang	R	10.00
Kivas Fajo	R	12.00
Locutus of Borg	R	221.00
Lore	R	22.00
Miles O'Brien	R	14.00
Persistence of Memory	R	8.00
Picard's Artificial Heart	R	8.00
Qapla'!	R	8.00
Sisters of Duras	R	14.00
Spot	R	10.00
Taliera	R	10.00
U.S.S. Pasteur	R	14.00

STAR WARS LIMITED EDITION

Dec. Price - 1995

Full Set (324 cards)		$350.00
Starter Deck (60 cards)		10.00
Starter Deck Box (10 decks)		110.00
Booster Pack (15 cards)		4.50
Booster Box (36 packs)		140.00
Unlisted Commons		.10

Cards are black-bordered.

A Disturbance in the Force	U	1.00
Admiral Motti	R	5.00
Affect Mind	R	5.50
Alderaan (dark side)	R	2.50
Alderaan (light side)	U	1.25
Alter	U	1.00
Assault Rifle	R	3.00
A Tremor in the Force	U	1.00
Bantha	U	.50
Beggar	R	5.50
Beru Lars	U	.50
Beru Stew	U	.50
Biggs Darklighter	R	5.00
Black 2	R	9.00
Black 3	U	1.50
Blast Door Controls	U	.50
Blaster Rack	U	1.00
Blaster Scope	U	1.00
Boosted TIE Blaster Cannon	U	1.00
Boring Conversation Anyway	R	5.50
BoShek	U	1.00
C-3PO	R	20.00
Caller	U	.75
Cantina Brawl	R	5.00
Charming to the Last	R	3.50
Chief Bast	U	1.00
Circle is Now Complete	R	6.00
Colonel Wulff Yularen	U	1.00
Commander Praji	U	.50
Corellian Corvette	U	2.00
Crash Site Memorial	U	1.00
Danrooine	U	1.00
Dark Collaboration	R	6.00
Dark Hours	U	.50
Dark Jedi Lightsaber	U	1.00
Dark Jedi Presence	R	7.00
Darth Vader	R	50.00
Dathcha	U	1.00
Death Star: Lvl 4 Mil.Corr.	U	1.00
Death Star Plans	R	5.50
Death Star Sentry	U	1.00
Death Star: Central Core	U	.50
Death Star: Detention Block Ctrl.	U	.50
Death Star: Level 4 Military Cor.	U	.50
Death Star: Trash Comp.	U	1.00
Death Star: War Room	U	1.00
Demotion	R	3.00
Devastator	R	16.00
Dice Ibegon	R	3.00
Disarmed (dark side)	R	6.00
Disarmed (light side)	R	6.00
Djas Puhr	R	3.50
Don't Get Cocky	R	5.50
Dr. Evazan	R	3.50
DS-61-2	U	1.00
DS-61-3	R	8.00
Dutch	R	9.00
EG-6	U	.75
Ells Helrot	U	.50
Emergency Deployment	U	1.00
Empire's Back, The	U	1.00
Escape Pod	U	.50
Evacuate?	U	.50
Expand the Empire	R	5.00
Eyes in the Dark	U	1.00
Fear Will Keep Them In Line	R	3.00
Feltpern Trevagg	U	1.00
Figrin D'an	U	.50
SD6-RA-7	R	5.00
Force is Strong With this One	R	3.50
Full Scale Alert	U	.50
Full Throttle	R	3.00
Garindan	R	3.00
General Dodonna	U	1.00
General Tagge	R	5.00
Gift of the Mentor	R	6.00
Gold 1	R	4.00
Gold 5	R	4.50
Grand Moff Tarkin	R	20.00
Grave Storm	U	.50
Han's Back	U	.50
Han's Heavy Blaster Pistol	R	4.00
Han Seeker	R	2.50
Han Solo	R	36.00
Help Me Obi-Wan Kenobi	R	6.00
How Did We Get Into This...	U	.50
Hydroponics Station	U	.50
I Find Your... Disturbing	R	6.00
I Have You Now	R	3.50
I've Lost Artoo!	U	1.00
Imperial Class Star Destroyer	U	3.00
Into...Chute, Flyboy	R	3.50
Ion Cannon	U	1.00
Jawa Pack	U	1.00
Jawa Siesta	U	1.00
Jedi Lightsaber	U	2.00
Jedi Presence	R	6.50
Jek Porkins	U	1.00
Juri Juice	R	3.00
Kabe	U	1.00
Kal'Falnl C'ndros	R	6.00
Kessel Run	R	3.50
Kessel (light)	U	2.00
Kessel (dark)	U	2.00
Kirik Keed'kak	R	8.00
K'lor'slug	R	6.00
Krayt Dragon Howl	R	6.00
Labria	R	3.00
Laser Projector	U	.50
Lateral Damage	R	3.00
Leesub Sirin	R	3.00
Leia Organa	R	29.00
Leia's Back	U	.50
Leia's Sporting Blaster	U	1.00
Lieutenant Tanbris	U	.50
Light Repeating Blaster Rifle	R	6.00
Lightsaber Proficiency	R	6.00
Limited Resources	U	.50
Local Trouble	R	6.00
Lone Pilot	R	3.00
Lone Warrior	R	3.00
Look Sir, Droids	R	5.00
LUKE! LUUUKE!	U	1.00
Luke Seeker	R	3.00
Luke Skywalker	R	35.00
Luke's Back	U	.50
Luke's X-34 Landspeeder	U	1.00
M'iiyoom Onith	U	.50
Macroscan	C	.10
Mantellian Savrip	R	3.00
Millennium Falcon	R	25.00
Molator	R	5.50
Momaw Nadon	U	.50
Moment of Triumph	R	3.00
Move Along...	R	5.00
MSE-6 Mouse Droid	U	.50
Myo	R	3.00
Nabrun Leids	U	.50
Nevar Yalnal	R	3.00
Nightfall	U	1.00
Noble Sacrifice	R	3.00
Obi-Wan Kenobi	R	40.00
Obi-Wan's Cape	R	8.00
Obi-Wan's Lightsaber	R	10.00
Observation Holocam	U	.50
On the Edge	R	3.50
Organa's Cer. Necklace	R	6.00
Our Most Desperate Hour	R	5.50
Out of Nowhere	U	.50
Owen Lars	U	1.00
Panic	U	1.00
Physical Choke	R	6.00
Plastoid Armor	U	.50
Ponda Baba	U	1.00
Pops	U	1.00
Presence of the Force	R	7.00
Prophetess	U	1.00
Quad Laser Cannon	U	1.00
Reactor Terminal	U	.50
Rebel Planners	R	3.00
Red Leader	R	10.00
Red 1	U	1.50
Red 3	R	4.00
Restricted Deployment	U	1.00
Return of a Jedi	U	.50
Revolution	R	7.50
Rycar Ryjerd	U	1.00
Sandcrawler	R	3.00
Sandcrawler	R	3.00
Send a Detachment Down	R	5.00
Sense (dark side)	U	1.00
Sense (light side)	U	1.00
Skywalkers	R	5.50
Solo Han	R	3.00
Spaceport Speeders	U	.50
Special Modifications	U	1.00
Sunsdown	U	1.00
Tactical Re-Call	R	3.00
Tagge Seeker	R	3.00
Targeting Computer	U	1.00
Tarkin Seeker	R	3.00
Tatooine: Cantina	R	3.50
Tatooine: Cantina	R	3.50
Tatooine: Lars' Moisture Farm (dark)	U	.50
Tatooine: Mos Eisley (light side)	U	.50
Tatooine: Obi-Wan's Hut	R	7.00
Thank the Maker	R	3.00
This is All Your Fault	U	1.00
TIE Advanced x1	U	.50
Tonnika Sisters	R	8.00
Traffic Control	U	.50
Trinto Duaba	U	1.00
Trooper Charge	U	.50
Turbolaser Battery	R	3.00
Tusken Breath Mask	U	1.00
2X-3KPR	U	1.00
Uhnn!	R	5.50
Vader's Custom TIE	R	14.00
Vader's Eye	R	6.00
Vader's Lightsaber	R	11.00
Warrior's Courage	R	3.00
We're All Gonna...Thinner!	R	6.00
WED-9-M1 Bantha Droid	R	3.00
WED15-1662 Treadwell Drd.	R	3.00
Wioslea	U	1.00
Wrong Turn	U	1.00
Wuher	U	.50
Yavin 4: Jungle (dark side)	U	.50
Yavin 4: Jungle (light side)	U	.50
Yavin 4: Massasi Throne Rm.	R	6.50
Yavin 4: Massasi War Rm.	U	1.00
Yavin Sentry	U	1.00
Yerka Mig	U	1.00
Your Eyes Can Deceive You	U	1.00
Your Powers...Old Man	R	6.00

STAR WARS UNLIMITED EDITION

Dec. Price - 1995

Full Set (330 cards)		$250.00
Starter Duel Deck (60 cards)		9.50
Starter Box (12 decks)		95.00
Booster Pack (15 cards)		3.00

Cards are white-bordered.

Single cards are worth 25% to 35% of limited equivalents.

A NEW HOPE EXPANSION

Dec. Price - 1995

Full Set (162 cards)		$200.00
Booster Pack (15 cards)		3.00
Booster Box (36 packs)		90.00
Unlisted Commons		10
Advance Preparation	U	1.00
Alternatives to Fighting	U	1.00
Astromech Shortage	U	.75
Attack Run	R	5.00
Besieged	R	3.00
Black 4	U	1.00
Bowcaster	R	5.00
Braniac	R	10.00
Captain Khurgee	U	1.00
Cell 2187	R	6.00
Chewbacca	R	16.00
Clak'dor VII	R	4.00
Commander Vandeen Willard	U	.75
Commence Primary Ignition	R	6.00
Commence Recharging	R	4.00
Conquest	R	14.00
Corellia	R	5.00
Dannik Jerriko	R	6.00
Danz Barin	U	.75
Dark Waters	R	4.00
Death Star	R	12.00
Death Star Tractor Beam	R	4.50
Death Star: Conference Room	U	.75
Death Star: Trench	R	4.50
Dejarik Hologame Board	R	5.00
Dianoga	R	4.00
Doikk Na'ts	U	.75
Double Agent	R	4.00
DS-61-4	R	4.50
Evader	U	1.00
Fire Extinguisher	U	.75
Garouf Latoe	U	.75
Gold 2	U	1.00
Greedo	R	10.00
Hem Dazon	R	5.00

key: WENT UP | WENT DOWN | HEAVILY TRADED

Het Nkik	U	.75
Hunchback	R	5.50
Hyperwave Scan	U	1.00
Hypo	R	5.00
I'm Here to Rescue You	U	1.00
I'm On the Leader	R	5.00
Ickabel G'ont	U	.75
Imperial Holotable	R	5.00
Informant	U	1.00
IT-O	R	6.00
JKiffex	R	5.50
Krayt Dragon Bones	U	1.00
Laser Gate	U	.75
Leia Seeker	R	3.00
Let the Wookie Win	R	5.50
Lirin Car'n	U	.75
Logistical Delay	U	.75
Lt. Shann Childsen	U	1.00
Luke's Cape	R	6.00
Luke's Hunting Rifle	U	1.00
M-HYD Binary Droid	U	1.00
Magnetic Suction Tube (dark side)	R	3.50
Magnetic Suction Tube (light side)	R	3.00
Maneuver Check	R	3.50
Masep	U	.75
Matti Seeker	R	3.50
Nalan Cheel	U	.75
Out of Commission	U	.75
Program Trap	U	1.00
R2-D2	R	15.00
R3-T6	R	5.50
Red 2	R	8.00
Red 5	R	12.50
Red 6	U	1.00
Reegesk	U	.75
Reserve Pilot	U	1.00
Retract the Bridge	R	5.00
Rogue Bantha	U	1.00
Sabotage	U	1.00
Sandcrawler: Droid Junkheap	R	5.00
Sandcrawler: Loading Bay	R	5.00
Scanner Techs	U	1.00
Sensor Panel	U	1.00
Sniper	U	1.00
Sorry About the Mess	U	1.00
Spice Mines of Kessel	R	6.00
Superlaser	R	5.00
SW-4 Ion Cannon	R	4.00
Tantive IV	R	10.50
Tatooine: Bluffs	R	5.00
Tech Mo'r	U	.75
There'll be Hell to Pay	U	.75
They're on Dantooine	R	5.00
This is Some Rescue!	U	1.00
TIE Assault Squadron	U	1.00
Tiree	U	1.00
Tractor Beam	U	1.00
Trooper Davin Feltth	R	4.00
Tzizyvt	R	4.00
U-3PO	R	6.00
Undercover (dark)	U	.75
Undercover (light)	U	.75
URoRRuR'R'R	U	.75
URoRRuR'R'R's Hunting Rifle	U	.75
Victory Class Star Destroyer	U	2.00
WED15-17 'Septoid' Droid	U	.75
Wedge Antilles	R	15.00
What're You ... On Us?	U	.75
Wookie Roar	R	5.50
Y-wing Assault Squadron	U	1.00
Yavin 4: Briefing Room	U	1.00
Yavin 4: Massassi Ruins	U	1.00
You're All Clear Kid!	R	6.00

HOTH EXPANSION

DEC. 1996

Full Set (162 cards)	$185.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	90.00
Unlisted Common cards	.10
Unlisted Uncommon cards	.75

2-1B	R	6.00
Admiral Ozzel	R	7.50
Anakin's Lightsaber	R	10.00
Artillery Remote	R	4.00
AT-AT Cannon	U	1.00
Atgar Laser Cannon	U	2.00
Bacta Tank	R	4.50
Blizzard 1	R	10.00
Blizzard 2	R	5.00
Blizzard Scout 1	R	8.00
Blizzard Walker	U	1.00
Captain Piett	R	5.00
Collapsing Corridor	R	4.00
Commander Luke Skywalker	R	25.00
Concussion Grenade	R	6.50
Dack Ralter	R	4.00
Death Mark	R	5.00
Death Squadron	U	1.00
Debris Zone	R	4.00
Disarming Creature	R	7.00
Dual Laser Cannon	U	2.00
Echo Base Operations	R	4.50
Frozen Dinner	R	7.00
Furry Fury	R	4.00
General Carlist Rieekan	R	4.00
General Veers	R	9.00
Golan Laser Battery	U	2.00
High Anxiety	R	5.00
Hoth: Echo Corridor (dark side)	U	1.00
Hoth: Echo Corridor (light side)	C	.15
Hoth: Wampa Cave	R	4.50
I Thought They Smelled Bad	R	6.00
Image of the Dark Lord	R	4.00
K-3PO	R	6.00
Lightsaber Deficiency	U	2.00
Major Bren Derlin	R	4.00
Meteor Impact?	R	5.50
Mournful Roar	R	5.00
Ord Mantell (dark side)	C	.15
Ord Mantell (light side)	U	1.00
Planet Defender Ion Cannon	R	4.00
R-3PO	R	5.00
Responsibility of Command	R	5.50
Rogue 1	R	10.00
Rogue 2	R	5.00
Rogue 3	R	8.50
Rug Hug	R	5.00
Scruffy-Looking Nerf Herder	R	4.00
Snowspeeder	U	2.00
Surface Defense Cannon	R	3.50
Stalker	R	13.00
Tactical Support	R	4.00
Target The Main Generator	R	4.00
The First Transport Is Away!	R	5.00
This Is Just Wrong	R	5.00
Trample	R	5.00
Tyrant	R	14.00
Wampa	R	5.00
Weapon Malfunction	R	7.00
Wes Janson	R	4.00
Who's Scruffy-Looking	R	5.00
Yaggle Gakkle	R	4.00
You Have Failed Me...	R	5.00
You Will Go to Dagobah...	R	5.00
Zev Senesca	R	4.00

DAGOBAH EXPANSION

DEC. 1996

Full Set (180 cards)	$210.00
Booster Pack (9 cards)	2.50
Booster Box (60 packs)	110.00
Common cards	.10
Unlisted Uncommon Cards	.50

4-LOM	R	6.00
4-LOM's Concussion Rifle	R	5.00
A Jedi's Strength	U	.50
Anoat (dark side)	U	.50
Anoat (light side)	U	.50
Asteroids Do Not Concern Me	R	3.00
At Peace	R	5.00
Avenger	R	14.00
Away Put Your Weapon	U	.50
Bad Feeling Have I	R	4.00
Big One (dark side)	U	.50
Big One (light side)	U	.50
Bombing Run	R	4.00
Bossk	R	8.00
Bossk's Mortar Gun	R	5.00
Broken Concentration	R	4.00
Captain Needa	R	6.00
Closer?!	U	.50
Commander Brandei	U	1.00
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Commander Nemet	U	1.00
Control (dark side)	U	.50
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Corporal Derdram	U	1.00
Corporal Vandelay	U	1.00
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Dagobah: Bog Clearing	R	4.00
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Dagobah: Yoda's Hut	R	5.50
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Dengar's Blaster Carbine	R	5.00
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Lando System?	R	4.00
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Location, Location, Location	R	4.00
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Much Anger In Him	R	3.00
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Obi-Wan's Apparition	R	5.00
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Res Luk Ra'auf	R	5.00
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Size Matters Not	R	5.00
Smuggler's Blues	R	3.50
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The Dark Path	R	3.50
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Through the Force...Will See	R	4.00
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We Can...Outmaneuver Them	R	3.50
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What is Thy Bidding My Master?	R	4.00
Yoda	R	30.00
Yoda, You Seek Yoda	R	4.50
Yoda's Hope	R	1.00
You Do Have Your Moments	U	.50
Zuckuss	R	8.00
Zuckuss' Snare Rifle	R	5.00

CLOUD CITY EXPANSION

DEC. 1996

Full Set (180 cards)	$195.00
Booster Pack (9 cards)	2.50
Booster Box (60 packs)	125.00
Common cards	.10

Abyss	U	1.00
Advantage	R	4.00
Aiiii! Aaa! Agggggggggg!	R	4.00
All My Urchins	R	4.00
All Too Easy	R	4.50
Ambush	R	4.50
Armed And Dangerous	U	1.00
Artoo, Come Back At Once!	R	4.00
Atmospheric Assault	R	5.00
Beidoi's Eye	R	4.00
Bespin (Dark)	U	1.00
Bespin (Light)	U	1.00
Bespin: Cloud City (Light)	U	1.00
Bespin: Cloud City (Dark)	U	1.00
Bionic Hand	R	4.50
Boba Fett	R	30.00
Boba Fett's Blaster Rifle	R	10.00
Brief Loss Of Control	R	4.00
Bright Hope	R	6.00
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Captain Han Solo	R	25.00
Captive Fury	U	1.00
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Chasm	U	1.00
Chief Retwin	R	6.00
Clash Of Sabers	U	1.00
Cloud City Sabacc (Dark)	U	1.00
Cloud City Sabacc (Light)	U	1.00
Cloud City: Carbonite Chamber (Dark)	U	1.00
Cloud City: Carbonite Chamber (Light)	U	1.00
Cloud City: Dining Room	R	5.00
Cloud City: Guest Quarters	R	5.00
Cloud City: Lower Corridor (Dark)	U	1.00
Cloud City: Lower Corridor (Light)	U	1.00
Cloud City: Upper Plaza Corridor (Dark)	U	1.00
Commander Desanne	U	1.00
Courage Of A Skywalker	R	5.00
Crack Shot	U	1.00
Cyborg Construct	U	1.00
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E-3PO	R	6.00
End This Destructive Conflict	R	4.00
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Fall Of The Legend	U	1.00
Flight Escort	R	4.00
Focused Attack	R	5.00
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Forced Landing	R	4.00
Frozen Assets	R	4.50
Gambler's Luck	R	4.50
Glancing Blow	R	5.00
Haven	R	5.00
He's All Yours, Bounty Hunter	R	5.00
Heart Of The Chasm	U	1.00
Hero Of A Thousand Devices	U	1.00
Higher Ground	R	4.00
Hindsight	R	4.00
Hopping Mad	R	4.00
I Am Your Father	R	5.00
I Don't Need Their Scum, Either	R	4.50
I Had No Choice	R	4.00
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Into The Ventiation Shaft, Lefty	R	4.00
It's A Trap!	U	1.00
Kebyc	U	1.00
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Lando Clarissian (Light)	R	20.00
Lando's Wrist Comlink	U	1.00
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Levitation Attack	U	1.00
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Mostly Armless	R	5.00
NOOOOOOOOOOO!	R	4.00
Oasidan 7	R	7.00
Obsidian 8	R	7.00
Off The Edge	R	4.00
Old Pirates	R	4.00
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Point Man	R	4.00
Prepare The Chamber	U	1.00
Princess Leia	R	25.00
Projective Telepathy	U	1.00
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Punch It!	R	4.00
Redemption	R	8.00
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Rendezvous Point On Tatooine	R	4.00
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Slave I	R	15.00
Slip Sliding Away	R	4.00
Smoke Screen	R	4.00
Sonic Bombardment	U	1.00
Surprise	R	4.00
Surreptitious Glance	R	4.00
Swing-And-A-Miss	U	1.00
The Emperor's Prize	R	4.50
This Is Even Better	R	4.00
This Is Still Wrong	R	4.00
Treva Horme	U	1.00
Trooper Jerrol Blendin	U	1.00
Trooper Utris M'tac	U	1.00
Ugloste	R	5.00
Uncontrollable Fury	R	4.00
Vader's Bounty	R	5.50
Vader's Cape	R	8.00
We'll Find Han	R	4.00
We're The Bait	R	4.00
Weapon Levitation	U	1.00
Weapon Of An Ungrateful Son	U	1.00
Weather Vane	U	1.00
Why Didn't You Tell Me?	R	4.00
Wiorkettle	U	1.00
Wookiee Strangle	R	4.00
You Are Beaten	U	1.00

FIRST ANTHOLOGY

DEC. 14-1997

Boxed Set	$32.00

Boba Fett	R	15.00
Cmdr. Wedge Antilles	R	4.00
Death Star Assault Squadron	R	3.00
X-Wing Assault Squadron	R	3.00
Jabba's Influence	R	3.00
Hit and Run	R	3.00

THE X-FILES

U.S. PLAYING CARD CO. -1996

Full Set (334 cards)	$350.00
Starter Deck (60 cards)	9.00
Starter Box (12 decks)	85.00
Booster Pack (15 cards)	2.90
Booster Box (36 packs)	80.00
Common cards	.10
Uncommon cards	.75
Rare cards	3.00
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Agent Fox Mulder	UR	35.00
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Counterintelligence Measures	UR	25.00
Dana Scully Abducted	UR	25.00
Deep Throat	UR	26.00
Deny Everyth'ng	PR	35.00
Lone Gunmen, The	UR	25.00
No One So Paranoid	PR	40.00
Skinner Chooses a Side	UR	22.00
X	UR	25.00

INQUEST PLAYERS GUIDE HANDBOOK

WHAT YOU NEED TO KNOW ABOUT THE *INQUEST* PLAYERS GUIDE

The *InQuest* Players Guide is meant to serve as an aid in playing collectible card games. Every month, you'll find the most extensive card descriptions available for *Magic: The Gathering*, along with power ratings for every single card.

THIS MONTH:

MAGIC The Gathering®

SAMPLE LISTING

Keeper of Kookus	SC	C	••		VS
: Protection from red until end of turn. 1/1.					
Keldon Warlord	SC	U	••		L,U,R,4th,5th
* is the number of non-wall creatures in play on your side. */*.					
•Kird Ape	SC	C	•••••		AN,R
Gains +1/+2 if you have at least one forest in play. 1/1.					
Kobold Drill Sergeant	SC	U	•		LG
Give all your Kobolds +0/+1 and trample. 1/2.					
Kobold Overlord	SC	R	•		LG
First strike. Give all your Kobolds first strike. 1/2.					
Kobolds of Kher Keep	SC	C	•		LG
0/1.					
Kobold Taskmaster	SC	U	•		LG
Give all your Kobolds +1/+0. 1/2.					

Kird Ape is a common creature that has a five power rating and its casting cost is one red mana. It's available in *Arabian Nights* and Revised. Its power/toughness is 1/1 and it gains +1/+2 if you control any forests (monkeys like trees). Also, it's banned in the Extended tournament format. How do we know all that? Because our lord Saddam Hussein told us. No, no, just kidding. We know all that cool stuff because we've read all the cool reference charts in the following players guide pages. Saddam had next to nothing to do with it. **Just so you know: restricted cards are limited to one per deck in tournaments. And banned cards, well, are a no-no for tournaments.**

POWER RATINGS

Trying to figure out which cards to put into your tournament deck? After playing *Magic* for hours on end, we've rated every single card. So if you're trying to figure out whether or not a card is going to make your deck competitive, check out our power ratings.

••••• Five Stars. The best of the best. In order for a card to earn a five-star rating it has to be incredibly useful in just about any deck of the appropriate color. These are the cards you see time and again in tournaments.

•••• Four Stars. Don't get us wrong...some cards can be great without being the best. There are a lot of useful cards that you don't want to use all the time. Necropotence is a great card, but it only works in a couple of types of decks.

••• Three Stars. Smack dab in the the middle, these are the good solid cards that can be very useful in casual play, but are often too expensive or too limiting to be put to really good use in most tournament decks.

•• Two Stars. These cards have their uses, but they're generally only put into decks when the set they're in first comes out, when they're part of a deck with a funky theme or when they're used for fun in casual play.

• One Star. The cream of the crap, these are the cards that few people use if they have any goal of winning. Use these cards and you're begging to be nicknamed Eugene T. Dudley.

— Inapplicable. These cards are basic resources. You can't win a game playing only these cards, but you can't win without 'em, either.

MAGIC The Gathering™ SET ABBREVIATIONS

AI	Alliances	L	Limited (Alpha & Beta)
AQ	Antiquities	LG	Legends
AN	Arabian Nights	MG	Mirage
B	Beta Limited	PR	Promo
CH	Chronicles	R	Revised
DK	The Dark	SH	Stronghold
FE	Fallen Empires	TM	Tempest
5th	Fifth Edition	U	Unlimited
4th	Fourth Edition	VS	Visions
HL	Homelands	WL	Weatherlight
IA	Ice Age		

MAGIC® The Gathering

players guide



CARD DESCRIPTION

A — Card Name.
B — Kind. Summon Djinn means ole Juzam is a creature of the genus "Djinn."
C — Description. The description of exactly what the card can do.
D — Flavor Text. A funny or informative quote.
E — Artist.
F — Casting Cost. Mr. Juzam costs two black and two generic mana to summon into play.
G — Expansion Symbol. This tells you what set the card belongs to; in this case, the scimitar means he's from the *Arabian Nights* set.
H — Power/Toughness. Only for creatures.

ARTIFACTS

Acidic Dagger ART R •• 1 MG
4, : Destroy a non-wall creature receiving combat damage from target creature this turn. If targeted creature leaves play, bury Acidic Dagger.

Adarkar Sentinel AC U •• 5 IA
1: +0/+1 until end of turn. 3/3.

Aegis of the Meek ART R ••• 3 IA
1, : Give a 1/1 creature +1/+2 until end of turn.

Aeolipile ART R ••• 2 FE
2, , Sacrifice Aeolipile: Do 2 damage to any target.

Aesthir Glider AC C •• 3 AI
Flying. Cannot be assigned to block. 2/1.

Al-abara's Carpet ART R •• 5 LG
1, : Prevent all damage to you from attacking non-flying creatures.

Aladdin's Lamp ART U •• 10 AN,R,4th
X, : Instead of drawing a card, draw X cards but take only one into your hand. Shuffle the rest and put them at the bottom of your library.

Aladdin's Ring ART U •• 8 AN,R,4th,5th
8, : Do 4 damage to any target.

Alchor's Tomb ART R •• 4 LG
2, Change the color of target permanent you control.

Altar of Dementia ART R •• 2 TM
Sacrifice a creature: Target player puts a number of cards equal to that creature's power from the top of his or her library into his or her graveyard.

Amber Prison ART R ••• 4 MG
You may leave Prison tapped. 4, : Tap target artifact, creature or land. As long as Prison is tapped, target does not untap as normal.

Amulet of Kroog ART C •• 2 AQ,4th,5th
2, : Prevent 1 damage to any target.

• Amulet of Quoz ART R • 6 IA
1, Sacrifice Amulet and flip a coin. If you win the flip, target opponent loses the game. Otherwise, you lose the game. Use only during upkeep. Opponent may ante another card to counter this effect.

Amulet of Unmaking ART R ••• 5 MG
5, , Remove Amulet of Unmaking from the game: Remove target artifact, creature or land from the game. Play this ability as a sorcery.

Ankh of Mishra ART R •• 2 ,U,R,4th,5th
Whenever a player puts a land into play, Ankh deals 2 damage to him.

Anvil of Bogardan ART R ••• 2 VS
Each player skips his or her discard phase. During each player's draw phase, that player draws an additional card and then chooses and discards a card.

Apocalypse Chime ART C •• 2 HL
2, : All cards in play from the *Homelands* expansion are buried

Arcum's Sleigh ART U •• 3 IA
2, Target attacking creature does not tap. You may only use this ability if defending player controls snow-covered lands.

Arcum's Weathervane ART U • 2 IA
2, : Turn a snow-covered land into a non-snow-covered land. 2, : Turn a non-snow-covered land into a snow-covered land.

Arcum's Whistle ART U ••• 3 IA
3, Target non-wall creature must attack or be destroyed at end of turn. The creature's controller may counter this effect by paying X, where X is the creature's casting cost. Play during opponent's turn.

Arena of the Ancients ART R •• 3 LG, CH
Tap all legends. Legends do not untap normally during untap phase.

Armageddon Clock ART U •• 6 AQ,R,4th
Add a counter during your upkeep. At the end of your upkeep, do 1 damage to each player for each counter on Clock. Anyone may spend during any upkeep to remove a counter.

Ashnod's Altar ART C •• 3 AQ, CH,5th
0, Sacrifice one of your creatures in play: Add 2 to your mana pool.

Ashnod's Battle Gear ART U •• 2 AQ, 4th
2, : Target creature you control gets +2/-2. You may leave Gear tapped.

Ashnod's Cylix ART R ••• 2 AI
3, : Target player looks at the top three cards of his library and puts one of them on top of his library. Remove the remaining two from game.

Ashnod's Transmogrant ART C ••• 3 AQ, CH,5th
, Sacrifice: Turn non-artifact creature into an artifact creature with +1/+1.

Astrolabe ART C ••• 3 AI
1, , Sacrifice: Add two mana of any one color to your pool. Cantrip.

Balm of Restoration ART R • 2 FE
1, , Sacrifice: Gain 2 life or prevent up to 2 damage to any target.

Barbed Sextant ART C •• 3 IA,5th
1, , Sacrifice: Add one mana of any color to your mana pool. Cantrip.

Barl's Cage ART R ••• 4 DK, CH,5th
3: Target creature does not untap during its controller's next untap phase.

Basalt Golem AC U ••• 5 MG
Cannot be blocked by artifact creatures. Whenever Golem is blocked, bury the blocker at end of combat and put a Stone token into play. This token is a 0/2 artifact creature that counts as a wall. 2/4.

Basalt Monolith ART U ••• 3 L,U,R
: Add 3 to your mana pool. Can only be untapped by spending 3.

Baton of Morale ART U ••• 2 IA
2: Give target creature banding until end of turn.

Battering Ram AC C •• 2 AQ,4th,5th
Bands when attacking. At the end of combat, any walls blocking Battering Ram are destroyed. 1/1. Of course, no one plays with walls, right?

• Black Lotus ART R ••••• 0 L,U
, Sacrifice: Add 3 mana of any one color to your mana pool.

Black Mana Battery ART R ••• 4 LG,4th
2, , Put a counter on Black Mana Battery. : Add to your mana pool. Add an additional for each counter you remove.

• Black Vise ART U ••••• 1 L,U,R,4th
At the end of his upkeep, target opponent takes 1 damage for each card over four in his hand.

Blue Mana Battery ART R ••• 4 LG,4th
2, : Put a counter on Blue Mana Battery. : Add to your mana pool. Add an additional for each counter you remove.

Bone Flute ART U •• 3 DK
2, : Give all creatures -1/-0 until end of turn.

Bone Mask ART R •• 4 MG
2, : Prevent all damage to you from any one source. For each 1 damage prevented, remove the top card of your library from the game.

Booby Trap ART R ••• 5 TM
When Booby Trap comes into play, name a card other than a basic land. Whenever target opponent draws any cards, he or she reveals those cards to all players. If any of those cards is the named card, Sacrifice Booby Trap and it deals 10 damage to that player. Huh. Huh. Booby.

Book of Rass ART R •• 5 DK, CH
2, Pay 2 life: Draw a card.

Bösium Strip ART R •••• 3 WL
3, : Until end of turn, if at any time the top card in your graveyard is an instant, interrupt, or sorcery card, you may play that card as though it were in your hand. If you do so, remove the card from the game.

Bottle Gnomes AC U •• 3 TM
Sacrifice Bottle Gnomes: Gain 3 life. 1/3.

Bottle of Suleiman ART R ••• 4 AN,R,4th,5th
1, , Sacrifice: Flip a coin. If opponent wins, you take 5 damage. Otherwise, you get a Djinn token, a 5/5 flying artifact creature.

Brass Man AC U •• 1 AN,R,4th
1: Untap Brass Man. Use this ability only during your upkeep. 1/3.

Brass-Talon Chimera AC U •• 4 VS
First strike. Sacrifice Brass-Talon Chimera: Put a +2/+2 counter on target Chimera and that Chimera gains First strike permanently. 2/2.

Bronze Horse AC R •• 3 LG, CH
Trample. If you control an additional creature, all damage done to Bronze Horse by spells targeting it is reduced to 0. 4/4.

• Bronze Tablet ART R •• 6 AQ,4th
4, : Remove target permanent opponent controls and Bronze Tablet from game. You now own target card, and your opponent owns Tablet. Opponent may counter Tablet by paying 10 life. Tablet enters play tapped.

Bubble Matrix ART R 3 WL
All damage dealt to creatures is reduced to 0.

Bullwhip ART U ••• 3 SH
2, : Do 1 damage to target creature. That creature attacks this turn if able.

•Candelabra of Tawnos ART R •••• 1 AQ
X, : Untap X separate lands.

Celestial Prism ART U •• 3 L,U,R,4th
2, : Add 1 mana of any color to your mana pool.

Celestial Sword ART R •• 6 IA
3, : Give a creature you control +3/+3. Bury creature at end of turn.

•Chaos Orb ART R ••••• 3 L,U
1, : Flip Orb from height of one foot. If it rotates 360°, Chaos Orb and any card it lands on or is touching are destroyed.

Charcoal Diamond ART U ••• 2 MG
Comes into play tapped. : Add to your mana pool.

Chariot of the Sun ART U •• 3 MG
2, : Target creature you control gains Flying and has its toughness reduced to 1 until end of turn. Not to be confused with Chariot of Fire.

Chimeric Sphere ART U ••• 3 WL
2: Until end of turn, Sphere is a 2/1 artifact creature with flying.
2: Until end of turn, Sphere is a 3/2 artifact creature without flying.

City in a Bottle ART R •• 2 AN
All cards from *Arabian Nights* are buried. No *AN* cards can be played.

Clay Statue AC C ••• 4 AQ,4th,5th
2: Regenerates. 3/1.

Clockwork Avian AC R ••• 5 AQ,4th
Flying. Put four +1/+0 counters on Avian. At the end of any combat in which Avian attacks or blocks, remove a counter. X, : Add X counters to Avian (maximum four counters). Use only during upkeep. 0/4.

Clockwork Beast AC R ••• 6 L,U,R,4th,5th
Put seven +1/+0 counters on Beast. At the end of any combat in which Beast attacks or blocks, remove a counter. X, : Add X counters to Beast (maximum seven counters). Use only during upkeep. 0/4.

Clockwork Gnomes AC C •• 4 HL
1, : Regenerate target artifact creature. 2/2.

Clockwork Steed AC C ••• 4 HL,5th
Cannot be blocked by artifact creatures. Put 4 +1/+0 counters on Steed. At the end of any combat in which Steed attacks or blocks, remove a counter. X, : Add X counters to Steed (maximum four counters). 0/3.

Clockwork Swarm AC C ••• 4 HL
Cannot be blocked by walls. Put four +1/+0 counters on Swarm. At the end of any combat in which Swarm attacked or blocked, remove one counter. X, : Add X counters to Swarm (maximum four counters). 0/3.

Coal Golem AC U • 5 DK
3, Sacrifice Golem: Add to your mana pool. 3/3.

Coiled Tinviper AC C •• 3 TM
First strike. 2/1.

Cold Storage ART R •• 4 TM
3: Put target creature you control on Cold Storage. Sacrifice Cold Storage: Put all creatures on Cold Storage into play.

Colossus of Sardia AC R ••• 9 AQ,4th,5th
Trample. Does not untap. 9: Untap Colossus during your upkeep. 9/9.

Conch Horn ART R •• 2 FE
1, , Sacrifice Conch Horn: Draw 2 cards. Place any single card from your hand back on top of your library.

Conservator ART U •• 3 L,U,R,4th
3, : Prevent up to 2 damage to you.

Copper Tablet ART U •• 2 L,U
Each player takes 1 damage during his upkeep.

Coral Helm ART R •• 3 AQ,4th,5th
3, Discard a card at random: Give target creature +2/+2 until end of turn.

Crown of the Ages ART R ••• 2 IA,5th
4, : Switch target enchantment from one creature to another. The enchantment's controller does not change. Treat enchantment as if just cast.

Crystal Golem AC U •• 4 MG
At the end of your turn Crystal Golem phases out. 3/3

Crystal Rod ART U •• 1 L,U,R,4th,5th
1: Gain 1 life for any blue spell cast. Can only give 1 life per spell.

Cursed Rack ART U ••• 4 AQ,4th
Opponent must discard to four cards during discard phase.

Cursed Scroll ART R •••• 1 TM
3, : Name a card. Target opponent chooses a card at random from your hand. If he or she chooses the named card, Cursed Scroll deals 2 damage to target creature or player.

Cursed Totem ART R ••• 2 MG
Players cannot use any creature abilities requiring an activation cost.

Cyclopean Tomb ART R ••• 4 L,U
2, : Turn target land into a swamp. If Tomb leaves play, each turn one land transformed by Cyclopean Tomb (your choice) returns to normal.

Dancing Scimitar AC R ••• 3 AN,R,4th,5th
Flying. 1/5.

Dark Sphere ART U •• 4 DK
, Sacrifice Sphere: prevent half of the damage done to you by a single source, rounded down.

Delif's Cone ART U • 0 FE
, Sacrifice Cone. If target creature you control attacks and isn't blocked, it deals no damage and you gain life equal to its power.

Delif's Cube ART R • 3 FE
2, : If target creature you control attacks and isn't blocked, it deals no damage to opponent this turn; instead put a cube counter on Delif's Cube. Pay 2 and remove a cube counter to regenerate target creature.

Despotic Scepter ART R ••• 1 IA
, Bury target permanent you own. No really, that's what this card does.

Diabolic Machine AC U •• 2 DK,4th,5th
3: Regenerates. 4/4.

Diamond Kaleidoscope ART R •• 2 VS
3, : Put a Prism token into play. Treat as a 0/1 artifact creature. Sacrifice a Prism token: Add one mana of any color to your mana pool.

Didgeridoo ART R •• 3 HL
3: Take a Minotaur from your hand and put it directly into play.

Dingus Egg ART R ••• 3 L,U,R,4th,5th
Whenever a land is destroyed, its controller takes 2 damage.

Dingus Staff ART U •• 4 WL
Whenever a creature is put into any graveyard from play, Dingus Staff deals 2 damage to that creature's controller.

Disrupting Scepter ART R •••• 3 L,U,R,4th,5th
3, : Opponent must discard 1 card of his choice. Play as a sorcery.

Draconian Cylix ART R • 2 FE
2, , Discard a card at random: Regenerate target creature.

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Dragon Engine AC C •• 3 AQ,R,4th,5th
2: +1/+0 until end of turn. 1/3.

Dragon Mask ART U ••• 3 VS
3, : Target creature you control gets +2/+2 until end of turn. At end of turn, if that creature is in play, return it to its owner's hand.

Ebony Horse ART R •• 3 AN,R,4th
2, : Untap one of your attackers. Treat target as if it never attacked.

Ebony Rhino AC C •• 3 HL
Trample. 4/5.

Echo Chamber ART R •• 3 TM
1, : Opponent chooses a creature he controls. Put a token creature into play and treat it as a copy of that creature. Creature is unaffected by summoning sickness. At end of turn, remove token creature from game. Play as a sorcery.

Elixir of Vitality ART U ••• 4 MG
Comes into play tapped. , Sacrifice: Gain 4 life. , , Sac: Gain 8 life.

Elkin Bottle ART R ••• 3 IA,5th
3, : Place the top card of your library face up in front of you. You may play that card as though it were in your hand. If you do not play it by your next upkeep, remove it from the game.

Elven Lyre ART R • 2 FE
1, , Sacrifice Lyre: Target creature gets +2/+2 until end of turn.

Emerald Medallion ART R •• 2 TM
Your green spells cost 1 less to play.

Emmessi Tome ART R ••• 4 TM
4, : Draw two cards, then choose and discard a card.

Energizer AC R •• 4 TM
2, : Put a +1/+1 counter on Energizer. 2/2.

Ersatz Gnomes AC U •• 3 MG
: Target spell or permanent is colorless until end of turn. 1/1.

Ensnaring Bridge ART R •••• 3 SH
Each creature with power greater than the number of cards in your hand cannot attack.

Essence Bottle ART U •• 3 TM
3, : Put an elixir counter on Essence Bottle. , Remove all elixir counters from Bottle: Gain 2 life for each elixir counter removed in this way.

Excavator ART U •• 2 TM
, Sacrifice a basic land: Target creature gains that landwalk until end of turn.

• **Feldon's Cane** ART C •••• 1 AQ, CH,5th
, Remove Cane from game: Shuffle your graveyard into your library.

Fellwar Stone ART U ••• 2 DK,4th,5th
: Produce 1 mana of any color that opponent's lands may produce.

Feroz's Ban ART R ••• 2 HL,5th
Summon spells cost an additional 2 to cast.

Fire Diamond ART U ••• 2 MG
Comes into play tapped. : Add to your mana pool.

Floodwater Dam ART R •• 3 AI
, : Tap X target lands.

Flowstone Sculpture AC R ••• 3 TM
2, Choose and discard a card: Flowstone Sculpture gains flying, first strike, or trample permanently, or put a +1/+1 counter on Flowstone Sculpture. 4/4.

Flying Carpet ART R ••• 3 AN,R,4th,5th
2, : Give target creature flying until end of turn. If target is destroyed before end of turn, so is Flying Carpet.

Fool's Tome ART R ••• 3 TM
2, : Draw a card. Use this ability only if you have no cards in your hand.

Forcefield ART R •••• 3 L,U
1: Target unblocked creature deals only 1 damage this turn.

Forethought Amulet ART R ••• 3 LG
Pay 3 during upkeep or destroy Forethought Amulet. Prevent all damage over 2 done to you by a sorcery or instant.

Fountain of Youth ART C •••• 3 DK, CH,5th
2, : Gain 1 life.

Fyndhorn Bow ART U •• 2 IA
3, : Give target creature first strike until end of turn.

Gauntlet of Might ART R ••• 3 L,U
All mountains produce an extra . All red creatures gain +1/+1.

Gauntlets of Chaos ART R ••• 5 LG, CH,5th
5, , Sacrifice Gauntlets: Take control of an opponent's land, creature, or artifact. Then give that opponent one of your permanents of the same type. Destroy all enchantments on traded permanents.

Glasses of Urza ART U ••• 2 L,U,R,4th,5th
: Look at opponent's hand. No, his cards!

Goblin Lyre ART R • 3 IA
, Sacrifice Lyre: Flip a coin. If you win, target opponent takes damage equal to the number of creatures you control. Otherwise, you take damage equal to the number of creatures your opponent controls.

Golgothian Sylex ART R • 4 AQ
3, : Bury all *Antiquities* cards. Wee hah!

Grapeshot Catapult AC C ••• 4 AQ,4th,5th
: Do 1 damage to a target flying creature. 2/3.

Green Mana Battery ART R ••• 4 LG,4th
2, : Put a counter on Green Mana Battery. : Add to your mana pool. Add for each counter you remove as well.

Grindstone ART R ••• 3 TM
3, : Put the top two cards of target player's library into that player's graveyard. If both cards share at least one color, repeat this process.

Grinning Totem ART R •••• 4 MG
2, , Sacrifice Totem: Search target opponent's library for any card and put it face-up in front of you. You have until the beginning of your next upkeep to play the card as though it were in your hand.

Gustha's Scepter ART R •• 4 AI
If you lose control of Scepter, put all cards under it into your graveyard. : Put any card from your hand face down under Scepter. You may look at that card at any time. : Return any card under Gustha's Scepter to your hand.

Heartstone ART U ••• 3 SH
The cost of each creature ability requiring an activation cost is reduced by 1. This cannot reduce an ability's generic mana cost to less than 1.

Helm of Awakening ART U ••• 3 VS
All spells cost 1 less to play.

Helm of Chatzuk ART R •• 4 L,U,R,4th,5th
1, : Give target creature banding until end of turn.

Helm of Obedience ART R •••• 4 AI
X, : Put top card of opponent's library into his graveyard. Continue until you have put X cards or a creature card into that graveyard, whichever occurs first. If the last card put into the graveyard is a creature, bury Helm and put that creature into play under your control as though it were just cast.

Helm of Possession ART R ••• 4 TM
You may choose not to untap Helm of Possession during your untap phase.
2, : Sacrifice a creature: Gain control of target creature as long as you control of Helm of Possession and Helm of Possession remains tapped.

Hematite Talisman ART U • 2 IA
1: Untap a permanent. Use this ability only when a red spell is successfully cast and only once for each red spell cast.

Hive, The ART R •• 5 L,U,R,4th,5th
5, : Create a Giant Wasp token, a 1/1 flying artifact creature.

Horn of Deafening ART R ••• 3 LG, CH
2, : Target creature deals no damage in combat this turn.

Horn of Greed ART R ••• 3 SH
Whenever any player plays a land, that player draws a card.

Hornet Cannon ART U •• 4 SH
3, : Put a Hornet token into play. Treat this token as a 1/1 artifact creature with flying that is unaffected by summoning sickness. At end of turn, destroy the token.

Horrible Hordes AC U •• 2 MG
Rampage 1. 2/2. Beware the angry toaster.

Howling Mine ART R •••• 3 L,U,R,4th,5th
During each player's draw phase, that player draws an additional card.

Ice Cauldron ART R ••• 3 IA
X, : Put a spell on Cauldron if there are no charge counters on it. Put X charge counters on Cauldron. You may cast that spell as though it were in your hand. : Remove the charge counters to add mana of the type used to put the counters on Ice Cauldron to your mana pool. This mana can only be used to cast the spell on top of Ice Cauldron. Blah, blah, blah, blah...

Icy Manipulator ART U ••••• 4 L,U, IA
1, : Tap target land, creature, or artifact.

Igneous Golem AC U •• 5 MG
2: Trample until end of turn. 3/4.

Illusionary Mask ART R ••• 2 L,U
: Summon a creature face down. You may add to the casting to hide the creature's true cost. Once the creature does damage, taps, or takes damage you must flip the creature over.

Implements of Sacrifice ART R ••• 2 FE
1, : Sacrifice to add 2 mana of any one color to your mana pool.

Infinite Hourglass ART R •• 3 IA,5th
Put a time counter on Infinite Hourglass during your upkeep. Any player may pay during any upkeep to remove a time counter. All creatures gain +1/+0 for each time counter on Infinite Hourglass.

Iron-Heart Chimera AC U •• 3 VS
Attacking does not cause Iron-Heart Chimera to tap. Sacrifice: Put a +2/+2 counter on target Chimera and attacking doesn't cause it to tap. 2/2.

Iron Star ART U •• 3 L,U,R,4th,5th
1: Gain 1 life for any red spell cast. Can only give 1 life per spell.

Ivory Cup ART U •• 3 L,U,R,4th,5th
1: Gain 1 life for any white spell cast. Can only give 1 life per spell.

• **Ivory Tower** ART U ••••• 1 AQ,R,4th
At beginning of your upkeep, gain 1 life for each card over four in your hand.

Jalum's Banner ART U ••• 2 WL
1, : Target creature gains flanking until end of turn.

Jade Monolith ART R •• 3 L,U,R,4th,5th
1: Redirect all damage from any creature to yourself.

Jade Statue ART U •••• 3 L,U
2: Statue becomes a 3/6 creature. Use only during an attack phase.

Jet Medallion ART R •• 2 TM
Your black spells cost 1 less to play.

Jeweled Amulet ART U ••• 3 IA
1, : Place a charge counter on Jeweled Amulet, noting what type of mana was used. You may not use this ability if there is a charge counter on Jeweled Amulet. : Remove the charge counter to add 1 mana of the appropriate type to your mana pool.

• **Jeweled Bird** ART R ••• 3 AN, CH
: Exchange Bird for your ante (cards go to your graveyard). Draw a card.

Jinxed Idol ART R •• 2 TM
During your upkeep, Jinxed Idol deals 2 damage to you. Sacrifice a creature: Target opponent gains control of Jinxed Idol permanently.

Jinxed Ring ART R •• 2 SH
Whenever any card is put into your graveyard from play, Ring deals 1 damage to you. Sacrifice a creature: Target opponent gains control of Ring permanently.

Jovial's Tools ART R •• 3 HL,5th
4, : Target creature can only be blocked by walls until end of turn.

Juggernaut AC U •••• 4 L,U,R
Must attack each turn if possible. Can't be blocked by walls. 5/3.

Juju Bubble ART U •• 3 VS
CU: 1. If you play a card, bury Bubble. : Gain 1 life.

Knowledge Vault ART R ••• 4 LG
2, : Place top card from your library face down under Vault. Sacrifice Vault to discard your entire hand, replacing it with the cards under it.

Kormus Bell ART R •• 3 L,U,R,4th
Treat all swamps in play as 1/1 creatures that can be tapped for .

Icy Shield ART U •• 2 LG
, : Give target creature you control +0/+X until end of turn, where X is the target's casting cost. Target deals no damage this turn.

Lapis Lazuli Talisman ART U • 2 IA
3: Untap a permanent. Use this ability only when a blue spell is successfully cast and only once for each blue spell cast.

Lead-Belly Chimera AC U •• 4 VS
Trample. Sacrifice Lead-Belly Chimera: Put a +2/+2 counter on target Chimera and it gains trample permanently. 2/2.

Lead Golem AC U •• 3 MG
If Golem attacks, it doesn't untap during your next untap phase. 3/5.

Library of Leng ART U ••• 3 L,U,R,4th,5th
Skip your discard phase. If forced to discard, you can choose to discard to the top of your library rather than your graveyard.

Life Chisel ART U ••• 4 LG
Sacrifice a creature during upkeep to gain life equal to its toughness.

Life Matrix ART R ••• 3 LG
4, : Put a counter on target creature. Use this ability only during your upkeep. Remove a counter from a creature: Regenerate the creature.

Lion's Eye Diamond ART R •• 0 MG
Sacrifice Lion's Eye Diamond discard your hand: Add three mana of any one color to your mana pool. Like a Black Lotus, only, not.

Living Armor ART C ••• 3 DK, CH
Sacrifice Living Armor to put a +0/+X counter on a target creature, where X equals the creature's casting cost

Living Wall AC U ••• 4 L,U,R
Counts as a wall. 1: Regenerates. 0/6.

Lodestone Bauble ART R •••• 0 AI
1, , Sacrifice: Put up to four basic lands from a player's graveyard on top of his library. That player draws a card at the beginning of the next turn.

KILLER COMBOS





Mortuary and Call of the Wild: With Mortuary in play, your creatures don't really die; it's more like they're taking a bathroom break. So when your supposedly toasted critters are done answering the call of nature, summon them back into play with Call of the Wild. For a mere four mana each, your happy little creatures will become nigh invulnerable.

Jalum Tome ART R ••• 3 AQ, CH,5th
2, : Draw a card and then discard a card of your choice.

Jandor's Ring ART R •• 3 AN,R
2, : Discard a card you just drew, and draw another to replace it.

Jandor's Saddlebags ART R ••• 2 AN,R,4th,5th
3, : Untap target creature.

Jumping Automaton AC C • 3 WL
If Automaton attacks, untap all creatures defending player controls. 3/2.

Juyeondoe Tome ART R •••• 3 L,U,R,4th,5th
4, : Draw a card.

Jester's Cap ART R •••• 3 IA,5th
2, : Sacrifice to look through target player's library and remove any three cards from the game.

Jester's Mask ART R ••• 3 IA
Comes into play tapped. , , Sacrifice: Switch opponent's hand with the same number of cards of your choice from his library.

Lotus Petal ART C ••• 0 TM
, Sacrifice Lotus Petal: Add one mana of any color to your mana pool.

Magma Mine ART U •• 3 VS
3: Put a counter on Magma Mine. , Sacrifice Magma Mine: For each counter on it, Mine deals 1 damage to target creature or player.

Magnetic Web ART R •• 2 TM
If any creature with any magnet counters on it attacks, all creatures with magnet counters on them that the attacking player controls attack if able. If any creature with any magnet counters on it attacks, all creatures with magnet counters on them that the defending player controls block that creature if able. 2, : Put a magnet counter on target creature.

Malachite Talisman ART U • 2 IA
3: Untap a permanent. Use this ability only when a green spell is successfully cast and only once for each green spell cast.

• **Mana Crypt** ART R •••• 0 PR
: Add 2 to your mana pool. Every upkeep flip a coin, opponent calls it. If he calls it correctly, you lose 3 life.

Key

• Restricted
• Banned
Banned in Type 1.5 only
Banned in Extended only
ART Artifact
AC Artifact Creature
CR Current Rarity
CU Cumulative Upkeep
EA Enchant Artifact
EC Enchant Creature
EE Enchant Enchantment
EL Enchant Land
EN Enchantment
EW Enchant World
INS Instant
INT Interrupt
LAN Land
LL Legendary Land
MS Mana Source
SC Summon Creature
SL Summon Legend
SOR Sorcery

MAGIC The Gathering®

players guide

Name	Kind	CR	Rating	Cost	Sets Found
Description					

Mana Matrix ART R ●● 6 LG
Pay 2 less to cast an instant, interrupt, or enchantment.

Mana Prism ART U ●●● 3 MG
: Add 1 to your pool. 1, : Add one mana of any color to your pool.

Mana Vault ART R ●●● 3 L,U,R,4th,5th
: Add 3 to your mana pool. 4: Untap Mana Vault. Use only during your upkeep. Does 1 damage to you if Vault is tapped at the end of your upkeep.

Mana Web ART R ●●● 3 WL
Whenever any land opponent controls is tapped for mana, tap all lands he or she controls that can produce any type of mana that land can produce

Manakin AC C ●● 2 TM
: Add one colorless mana to your mana pool. 1/1.

Mangara's Tome ART R ●●● 5 MG
Search your library and choose any five cards. Shuffle and put these cards face down under Tome. 2: Instead of drawing a card, add the top card from under Tome to your hand (Disenchant-bait.)

Marble Diamond ART U ●●● 2 MG
Comes into play tapped. : Add to your mana pool.

Marble Priest AC U ● 5 LG
All walls able to block Marble Priest must do so. Marble Priest takes no damage in combat from walls. 3/3. Really! Who's gonna use walls?

Matopi Golem AC U ●● 5 VS
: Regenerate and put a -1/-1 counter on Matopi Golem. 3/3.

Max Diamond ART R ●●● 3 SH
When Max Diamond comes into play, choose and discard a land card or sacrifice Max Diamond. : Add one mana of any color to your mana pool.

Meekstone ART R ●●● 3 L,U,R,4th,5th
Creatures with power greater than 2 do not untap during untap phase.

Metallic Sliver AC C ●● 3 TM
Metallic Sliver counts as a sliver. 1/1.

Mightstone ART U ●●● 4 AQ
All attacking creatures gain +1/+0.

Millstone ART U ●●● 2 AQ,R,4th,5th
2, : Take the top 2 cards from target player's library and place them in that player's graveyard.

Mind Stone ART C ●●● 2 WL
: Add one colorless mana to your mana pool. 1, , Sacrifice Mind Stone: Draw a card.

• **Mirror Universe** ART R ●●●●● 8 LG
: Sacrifice Mirror Universe during your upkeep to trade life points with opponent. Comes into play tapped.

Misers' Cage ART R ●●● 3 MG
At end of target opponent's upkeep, if that opponent has 5 or more cards in hand, Misers' Cage deals 2 damage to him or her.

Mishra's Groundbreaker ART U ● 4 AI
, Sacrifice: Target land becomes a 3/3 artifact creature.

Mishra's War Machine AC R ● 7 L,U,R,4th
Bands. Discard 1 card from your hand during upkeep or Mishra's War Machine taps and does 3 damage to you. 5/5.

Mogg Cannon ART U ●● 2 TM
: Target creature you control gets +1/+0 and gains flying until end of turn. At end of turn, destroy that creature.

Moss Diamond ART U ●●● 2 MG
Comes into play tapped. : Add to your mana pool.

• **Mox Emerald** ART R ●●●●● 0 L,U
: Add to your mana pool.

• **Mox Jet** ART R ●●●●● 0 L,U
: Add to your mana pool.

• **Mox Pearl** ART R ●●●●● 0 L,U
: Add to your mana pool.

• **Mox Ruby** ART R ●●●●● 0 L,U
: Add to your mana pool.

• **Mox Sapphire** ART R ●●●●● 0 L,U
: Add to your mana pool.

Mystic Compass ART U ●●● 3 AI
1, : Target mana-producing land becomes a basic land type of your choice until end of turn.

Naora Talisman ART U ● 2 IA
3: Untap a permanent. Use this ability only when a white spell is successfully cast and only once for each white spell cast.

Naked Singularity ART R ●● 5 IA
CU: 3. Instead of their normal mana, plains produce , islands produce , swamps produce , mountains produce , and forests produce .

Necropolis AC U ●● 5 DK
Counts as a wall. : Remove a creature in your graveyard from game. Put a +0/+X counter on Necropolis. X is the creature's cost. 0/1.

Nevinyrral's Disk ART R ●●●● 4 L,U,R,4th,5th
1, : Destroy all non-land permanents. Comes into play tapped.

North Star ART R ● 4 LG
, : You may cast one spell this turn using mana of any color.

Nova Pentacle ART R ●●● 4 LG
5, : Redirect all damage done to you by one source to target creature of opponent's choice. "No va" means "no go" in Spanish.

Null Rod ART R ●● 3 WL
Players cannot play any artifact abilities requiring an activation cost.

Obelisk of Undoing ART R ●● 3 AQ, CH,5th
6, : Take one of your permanents in play back to your hand.

Obsianus Golem AC U ●●● 6 L,U,R,4th
4/6. We like to call him Larry.

Onulet AC U ●● 3 AQ,R,4th
If Onulet goes to any graveyard from play, its controller gains 2 life. 2/2.

Onyx Talisman ART U ● 2 IA
3: Untap a permanent. Use this ability only when a black spell is successfully cast and only once for each black spell cast.

Ornithopter AC U ●● 0 AQ,R,4th,5th
Flying. 0/2. Despite what Tom Slizewski thinks, this card still sucks.

Patagia Golem AC U ●● 3 MG
: Flying until end of turn. 2/3.

Patchwork Gnomes AC U ●● 3 TM
Choose and discard a card: Regenerate Patchwork Gnomes. 2/1.

Paupers' Cage ART R ●● 3 MG
At the end of target opponent's upkeep, if that player has two or fewer cards in hand, Paupers' Cage deals 2 damage to him or her.

Pearl Medallion ART R ●● 2 TM
Your white spells cost 1 less to pay.

Pentagram of the Ages ART R ●●● 4 IA,5th
4, : Prevent all damage done to you from one source.

Phyrexian Devourer AC R ● 5 AI
If Phyrexian Devourer's power is seven or greater, bury it. 0: Remove the top card of your library from the game to put a -X/+X counter on Phyrexian Devourer, where X is equal to that card's costing cost. 1/1.

Phyrexian Dreadnought AC R ●● 1 MG
Trample. When Dreadnought comes into play, sacrifice any number of creatures with total power 12 or more, or bury Dreadnought. 12/12.

Phyrexian Furnace ART U ●● 1 WL
: Remove the bottom card of target player's graveyard from game. 1, Sacrifice: Remove a card in any graveyard from the game and draw a card

Phyrexian Grimoire ART R ●●● 3 TM
4, : Target opponent chooses one of the top two cards in your graveyard. Remove that card from the game and put the other into your hand

Phyrexian Hulk AC U ●● 6 TM
5/4

Phyrexian Marauder AC R ●● X VS
Comes into play with X +1/+1 counters on it. Marauder cannot block. Marauder cannot attack unless you pay 1 for each counter on it. 0/0.

Phyrexian Portal ART R ●● 3 AI
3: Target opponent looks at the top 10 cards of your library and separates them into two face-down piles. Choose one of those piles and remove it from game. Take one card from the remaining pile and put it into your hand. Shuffle the remaining cards into your library.

Phyrexian Splicer ART U ●●● 2 TM
2, : Choose flying, first strike, trample, or shadow. Target creature with that ability loses it until end of turn. Another target creature gains that ability until end of turn.

Phyrexian Vault ART U ●● 3 MG
2, , Sacrifice a creature: Draw a card.

Ring of Immortals ART R ● 3 LG
3, : Counter interrupt or enchantment targeting a permanent you control.

Ring of Ma'ruf ART R ●● 3 AN
5, : Sacrifice: Instead of drawing a card, select a card from outside the game.

Ring of Renewal ART R ●●● 3 FE
3, : Randomly discard a card from your hand to draw two cards.

Rocket Launcher ART U ●● 2 AQ,R
2: Do 1 damage to any target. If it is used, Launcher is destroyed at end of turn. Cannot be used the turn it comes into play on your side.

Rod of Ruin ART U ●●● 3 L,U,R,4th,5th
3, : Do 1 damage to any target.

Roterothopter AC C ●● 1 HL
Flying. : +1/+0 until the end of turn. You cannot spend more than 1 this way each turn. 0/2.

Ruby Medallion ART R ●● 2 TM
Your red spells cost 1 less to play.

Runed Arch ART R ●● 3 IA
Comes into play tapped. X, : Sacrifice to make X creatures with power no greater than 2 unblockable this turn.

Runesword ART C ●● 6 DK, CH
3, : Give target attacking creature +2/+0 until end of turn. Any creature damaged by target creature is removed from game if it dies this turn. Destroy Runesword if target leaves play before end of turn

Sandals of Abdallah ART R ●● 4 AN
2, : Give islandwalk to a creature until end of turn. If target creature is destroyed before end of turn, so is Sandals of Abdallah

Sand Golem AC U ●●● 5 MG
If a spell or effect controlled by an opponent causes you to discard Sand Golem, put Sand Golem from your graveyard into play at end of turn with a +1/+1 counter on it. 3/3.

Sands of Time ART R ●●● 4 VS
Each player skips his untap phase. At the beginning of each player's turn, he untaps each of his tapped artifacts, creatures and lands and taps each of his untapped artifacts, creatures and lands. Sands of Time doesn't affect itself.

Sapphire Medallion ART R ●● 2 TM
Your blue spells costs 1 less to play

Scalding Tongs ART R ●● 2 TM
During your upkeep, if you have three or fewer cards in your hand, Scalding Tongs deals 1 damage to target opponent

KILLER COMBOS





Autumn Willow and Spinal Graft: Getting a new spine can make a creature tough, but this seemingly orc-designed medical advancement has some nasty side effects. All your opponent has to do to your creature is breathe on it and it's off to the graveyard. But with her selective targetability, Autumn Willow makes the perfect test subject.

Phyrexian War Beast AC C ●●●● 3 AI
If War Beast leaves play, sacrifice a land and take 1 damage. 3/4.

Phyrexian Walker AC C ● 0 VS
0/3. Oof. Even worse than the Ornithopter!

Pit Trap ART U ●●● 2 IA
2, , Sacrifice Trap: Bury target non-flying creature that is attacking you.

Planar Gate ART R ●● 6 LG
Pay 2 less when casting a summon spell.

Portcullis ART R ●●● 3 SH
Whenever any creature comes into play, if there are two or more other creatures in play, set that creature aside. If Portcullis leaves play, put the creature into play under its owner's control.

Primal Clay AC U ●●● 4 AQ,R,4th,5th
When cast, choose whether to make Primal Clay a 1/6 wall, 3/3 ground creature, or 2/2 flying creature.

Puppet Strings ART U ●●●● 3 TM
2, : Tap or untap target creature.

Pyramids ART R ●● 2 AN
2: Prevent a land from being destroyed. 2: Remove an enchantment from a land.

Rack, The ART U ●●● 1 AQ,R,4th
Do 1 damage for each card under three opponent has during upkeep.

Rakalite ART R ● 6 AQ, CH
2: Prevent 1 damage to any target. Rakalite returns to owner's hand at end of turn.

Razor Pendulum ART R ●● 2 MG
If any player has 5 or less life at the end of his turn, Razor Pendulum deals 2 damage to him.

Red Mana Battery ART R ●●● 3 LG,4th
2, : Put a counter on Red Mana Battery. : Add to your mana pool. Add for each counter you removed as well.

Reflecting Mirror ART U ●● 3 DK
X X, : Redirect spell targeting you to player of your choice. X is equal to the casting cost of target spel..

Relic Barrier ART U ●●●● 4 LG
: Tap target artifact.

Scarab of the Unseen ART U ● 3 AI
, Sacrifice Scarab: Return all enchantments on target permanent you own to their owners' hand. Cantrip.

Scarecrow AC U ●● 5 DK
5, : Prevent all damage to you from flying creatures this turn. 2/2.

Scroll Rack ART R ●●●● 2 TM
1, : Choose any number of cards in your hand and set those cards aside. Put an equal number of cards from the top of your library into your hand. Then put the cards set aside in this way on top of your library in any order.

Sentinel AC R ●●● 4 LG, CH
*=1 when cast. When attacking, you may make * equal 1 + the power of a creature Sentinel blocks. When attacking, you may make * equal 1 + the power of creature blocking Sentinel. 1/*. +1/+1 when played after Voyager.

Serpent Generator ART R ●●● 6 LG, CH,5th
4, : Put a Poison Snake token, a 1/1 artifact creature, in play. If a Snake damages opponent, opponent gets 1 poison counter.

Serrated Arrows ART C ●●●● 4 HL
Put three arrow counters on Serrated Arrows when it comes into play. , Remove one counter: Put a -1/-1 counter on target creature.

Serrated Biskelion AC U ●● 3 WL
: Put -1/-1 counters on Biskelion and on target creature. 2/2.

Shapeshifter AC U ●●● 6 AQ,4th,5th
*=any number from 0 to 6. Choose * when Shapeshifter is cast and during each of your upkeeps. */(7-*).

Shield of the Ages ART U ●●● 2 IA
2: Prevent 1 damage to you.

Shield Sphere AC U ●●● 0 AI
Counts as a wall. If Shield Sphere is assigned as a blocker, put a -0/-1 counter on it. 0/6.

Shifting Wall AC U ●●● X SH
Shifting Wall counts as a Wall. Shifting Wall comes into play with X +1/+1 counters on it. 0/0.

Sisay's Ring ART C ● 4 VS
: Add two colorless mana to your mana pool.

Skull Catapult ART U ●●● 3 IA,5th
1, : Sacrifice a creature to do 2 damage to any target.

Skull of Orm ART U ●●● 3 DK
3, ◈: Bring an enchantment card from your graveyard into your hand.
Sky Diamond ART U ●●● 2 MG
Comes into play tapped. ◈: Add ◈ to your mana pool.
Snake Basket ART R ●●● 4 VS
X, Sacrifice Snake Basket: Put X Cobra tokens into play. Treat these tokens as 1/1 green creatures. Play this ability as a sorcery.
Snow Fortress AC R ●●● 5 IA
Counts as wall. 2: +1/+0 until end of turn. 1: +0/+1 until end of turn. 3: Do 1 damage to a non-flying attacking creature. 0/4.
Sol Grail ART R ●●● 3 AI
When Sol Grail comes into play, you must choose a color. But choose wisely. ◈: Add one mana of the chosen color to your mana pool.
• **Sol Ring** ART U ●●●●● 1 L,U,R
◈: Add 2 to your mana pool.
Soldevi Digger ART R ●●● 2 AI
2: Put the top card of your graveyard on the bottom of your library.
Soldevi Golem AC R ●● 4 IA
Does not untap during your untap phase. 2: During your upkeep, untap one of opponent's creatures to untap Soldevi Golem. 5/3.
Soldevi Sentry AC C ●● 1 AI
1: Regenerate. Target opponent may draw a card. 1/1
Soldevi Simulacrum AC U ●●●● 4 IA
CU: 1, 1: +1/+0 until end of turn. 2/4.
Soldevi Steam Beast AC C ● 5 AI
Whenever Soldevi Steam Beast becomes tapped, target opponent gains two life. 2: Regenerate. 4/2.
Soul Net ART U ●● 4 L,U,R,4th,5th
1: Gain 1 life when a creature is placed in the graveyard.
Spirit Shield ART R ●●● 3 FE
2, ◈: Make target creature -0/+2 as long as Spirit Shield is tapped. You may leave Spirit Shield tapped during your untap phase.
Squee's Toy ART C ●● 1 TM
◈: Prevent 1 damage to any creature. Get it? Squeeze Toy? Groan.
Staff of the Ages ART R ● 3 IA
Creatures with landwalk ability may be blocked as normal.
Staff of Zegon ART C ●● 4 AQ
3, ◈: Make target creature -2/-0 until end of turn.
Standing Stones ART U ●● 3 DK
1, ◈: Pay 1 life to add 1 mana of any color to your mana pool.
Static Orb ART R ●●● 3 TM
Players cannot untap more than two permanents during their untap phases.
Steel Golem AC U ●● 3 WL
You cannot play summon or artifact creature spells. 3/4.
Stone Calendar ART R ●● 5 DK
Your spells cost 1 less to cast; casting costs cannot go below 0.
Storm Cauldron ART R ●●● 5 AI
During each player's turn, that player may put one additional land into play. Whenever a land is tapped for mana, return it to its owner's hand.
Straw Golem AC U ●● 1 WL
If any opponent successfully casts a summon or artifact creature spell, huff and puff and blow (bury) Straw Golem down. 2/3.
Su-Chi AC U ●● 4 AQ
When Su-Chi goes to the graveyard, add 4 to your mana pool. 4/4
Sunglasses of Urza ART R ●● 3 L,U,R,4th
White mana in your mana pool can be used as white or red mana.
Sunstone ART U ●● 3 - IA
2: Sacrifice a snow-covered land to make all creatures deal 0 damage.
Sword of the Ages ART R ●●●● 6 LG
Enters play tapped. ◈, Remove Sword and any number of creatures you control from the game: Deal damage to one target equal to combined amount of creatures' power.
Sword of the Chosen ART R ●● 3 SH
◈: Target legend gets +2/+2 until end of turn.
Tablet of Epityr ART C ●● 1 AQ
1: Gain 1 life when an artifact is placed in the graveyard.
Tawnos's Coffin ART R ●●● 4 AQ
3, ◈: Target creature is considered out of play for as long as Coffin remains tapped. If Coffin is untapped or leaves play, creature returns to play tapped. You may choose not to untap Coffin.
Tawnos's Wand ART U ●●● 4 AQ,4th
2, ◈: Target creature with power no greater than 2 may not be blocked until end of turn.
Tawnos's Weaponry ART U ●●● 2 AQ,4th,5th
2, ◈: Target creature gets +1/+1 as long as Weaponry remains tapped. You may choose not to untap Weaponry during untap phase.
Teeka's Dragon AC R ●●● 5 MG
Flying, trample, rampage 4. Counts as a Dragon. 5/5.
Teferi's Puzzle Box ART R ●●● 6 VS
During each player's draw, that player counts the cards in his hand, puts those cards on the bottom of his library, and a then draws that number of cards.
Telethopter AC U ●● 4 TM
Tap a creature you control: Telethopter gains flying until end of turn. 3/1.
Telim'Tor's Darts U ●●● 2 MG
2, ◈: Do 1 damage to target player.
Tetravus AC R ●●● 6 AQ,4th
Flying. Gains three +1/+1 counters when cast. In your upkeep, you may move any of these counters on or off Tetravus. The counters are 1/1 flying artifact creatures that cannot be enchanted. 1/1.
Thran Forge ART U ●●● 3 WL
2: Until end of turn, target nonartifact creature gets +1/+0 and is an artifact creature.
Thran Tome ART R ●● 2 WL
3, ◈: Reveal the top 3 cards of your library to target opponent. Bury one of those cards of opponent's choice. Draw the remaining cards.
Throne of Bone ART U ●● 1 L,U,R,4th,5th
1: Gain 1 life each time a black spell is cast. Use only once per spell.
Thumbscrews ART R ●● 2 TM
During your upkeep, if you have five or more cards in your hand, Thumbscrews deals 1 damage to target opponent.
Time Bomb ART R ●●● 5 IA,5th
Put a counter on Bomb during your upkeep. 1, ◈, Sacrifice: Do * damage to each creature and player; * is the number of counters on Time Bomb.
Time Vault ART R ●●● 2 L,U
◈: Take an extra turn. Comes into play tapped, and may only be untapped if controller forfeits a turn.

Tin-Wing Chimera AC U ●●● 4 VS
Flying. Sacrifice Tin-Wing Chimera: Put a +2/+2 counter on target Chimera and that Chimera gains flying. 2/2.
Tormod's Crypt ART C ●●● 0 DK, CH
◈, Sacrifice: Remove all cards in target player's graveyard from game.
Torture Chamber ART R ●●● 3 TM
During your upkeep, put a pain counter on Torture Chamber. At the end of your turn, Torture Chamber deals 1 damage to you for each pain counter on it. 1, ◈, Remove all pain counters from Torture Chamber: Torture chamber deals 1 damage for each pain counter on it to target creature.
Touchstone ART U ●● 2 WL
◈: Tap target artifact you do not control.
Tower of Coireall ART U ●● 2 DK
◈: Make target creature unblockable by walls until end of turn.
Triangle of War ART R ●●● 3 VS
2, Sacrifice: Choose a creature you control and a creature an opponent controls. Each creature deals damage equal to its power to the other.



If you've been paying attention to this spot for the past couple of months, than this month's topic should come as no surprise: Fantastic Four-stars looks at a sampling of four-star cards like...the Howling Mine. Two mana, draw an extra card every turn. If it didn't help your opponent as well it'd be a surefire five.

Triassic Egg ART R ●●● 3 LG, CH
3, ◈: Put a counter on Egg. 0: If there are 2 counters on Egg, you may sacrifice it to put a creature in your hand or graveyard directly into play.
Triskelion AC R ●●● 6 AQ,4th
Give Triskelion three +1/+1 counters when cast. Discard a +1/+1 counter to do 1 damage to any target. 1/1
Unerring Sling ART U ●● 3 MG
2, ◈, Tap an untapped creature you control: Sling deals the creature's power in damage to target attacking or blocking creature with flying.
Urza's Avenger AC R ●●● 6 AQ,4th,5th
0: Avenger gets -1/-1 and gains either flying, banding, first strike, or trample until end of turn. 4/4.
Urza's Bauble ART U ● 0 IA,5th
◈, Sacrifice: Look at a random card from opponent's hand. Contrip.
Urza's Chalice ART C ●● 1 AQ
1: Gain 1 life for any artifact cast. Can only give 1 life per artifact
Urza's Engine AC R ●● 5 AI
Trample. 3: Banding until end of turn. 3: All creatures banded with Urza's Engine gain trample until end of turn. 1/5.
Urza's Miter ART R ● 3 AQ
3: Draw a card when one of your artifacts goes to the graveyard.
Ventifact Bottle ART R ●● 3 MG
1, ◈: Put X charge counters on Bottle. Play as a sorcery. At the beginning of your main phase, if Bottle has any counters, tap Bottle and remove all counters from it to add that much mana to your mana pool.
Vexing Arcanix ART R ●●●● 5 IA
3, ◈: Make target player name a card and turn over the top card of his library. If the player's guess matches the card, it is placed in his hand. Otherwise, it is put in the graveyard and that player takes 2 damage.
Vibrating Sphere ART R ●● 4 IA
During your turn, all your creatures gain +2/+0. During all other turns, all your creatures get -0/-2. Vibrating Sphere? We don't even want to know.
Volrath's Laboratory ART R ●●● 5 SH
When you play Volrath's Laboratory, choose a color and a creature type.
3, ◈: Put a token creature into play. Treat this token as a 2/2 creature of the chosen color and creature type.
Voodoo Doll ART R ●● 0 LG, CH
Put a counter on Doll during upkeep. If Doll is untapped at the end of your turn, it does X damage to you and is destroyed. X is the number of counters on Doll. X, ◈: Do X damage to one target.

Walking Wall AC U ●●● 3 IA
Counts as wall. 2: Give Walking Wall +3/-1 and enable it to attack. This ability may only be used once per turn. 0/6.
Wall of Shields AC U ●● 3 IA
Counts as wall. Banding. 0/4.
Wall of Spears AC C ●● 3 AQ,4th,5th
First strike, counts as a wall. 2/3.
Wand of Denial ART R ●●●● 2 VS
◈: Look at the top card of target player's library. If that card is a nonland card, you may pay 2 life to put it into that player's graveyard.
Wand of Ith ART U ●●● 3 DK
3, ◈: Look at a card at random from a player's hand. He must discard it or pay life equal to its casting cost (1 for a land). Use only during your turn.
War Barge ART U ●●● 3 DK
3: Give target creature islandwalk until end of turn. Bury target if War Barge leaves play this turn.
War Chariot ART U ●●● 3 IA
3, ◈: Give target creature trample until end of turn.
Watchdog AC U ●● 3 TM
Watchdog blocks if able. As long as Watchdog is untapped, all creatures attacking you get -1/-0. 1/2
Weakstone ART U ●● 4 AQ
All attacking creatures get -1/-0.
Well of Knowledge ART R ●●●● 3 WL
Any player may pay 2 during his or her draw phase to draw a card. Players may use this ability as many times as they choose.
Whalebone Glider ART U ●●● 2 IA
2, ◈: Give one of your creatures with power 3 or less flying until end of turn.
Whirling Catapult ART R ●● 4 AI
2: Remove the top two cards of your library from the game to have Catapult deal one damage to each flying creature and each player.
White Mana Battery ART R ●●● 4 LG,4th
2, ◈: Put a counter on White Mana Battery. ◈: Add * to your mana pool. Add * for each counter you removed as well.
Winter Orb ART R ●●●● 2 L,U,R,4th,5th
Each player may only untap 1 land during his untap phase.
Wooden Sphere ART U ●● 1 L,U,R,4th,5th
1: Gain 1 life for any green spell is cast. Use only once per spell.
Xanthic Statue ART R ●● 6 WL
5: Until end of turn, Statue is an 8/8 artifact creature with trample.
Yotian Soldier AC C ●●● 3 AQ,4th
Yotian Soldier does not tap when attacking. 1/4.
Zelyon Sword ART R ●● 3 FE
3, ◈: Make target creature +2/+0 as long as Zelyon Sword is tapped. You may leave Zelyon Sword tapped during your untap phase.
• **Zuran Orb** ART U ●●●●● 0 IA
0, Sacrifice a land: Gain 2 life. Evil, evil, evil!

BLACK

Abandon Hope SOR U ●● X 1 TM
Choose and discard X cards. Look at target opponent's hand and choose X of those cards. That player discards the chosen cards.
Abomination SC U ●●● 3 LG,4th
Green or white creatures blocking or blocked by Abomination are destroyed after combat. 2/6.
Abyss, The EW R ●●●● 3 LG
Each player must bury a non-artifact creature he controls during his upkeep.
Abyssal Gatekeeper SC C ●● 1 WL
If Abyssal Gatekeeper is put into any graveyard from play, each player chooses and buries a creature he or she controls. 1/1.
Abyssal Hunter SC R ●●●● 3 MG
2, ◈: Tap target creature. Abyssal Hunter deals to that creature an amount of damage equal to Abyssal Hunter's power. 1/1.
Abyssal Specter SC U ●●● 2 IA,5th
Flying. Opponent damaged by Specter must discard a card of his choice. 2/3.
Agonizing Memories SOR U ●●● 2 WL
Look at target player's hand. Choose two of those cards and put them on top of his or her library in any order.
Aku Djinn SC R ●●●● 3 VS
Trample. During your upkeep, each opponent puts a +1/+1 counter on each creature he or she controls. 5/6.
All Hallow's Eve EN R ●●● 2 LG
Put 2 counters on All Hallow's Eve when cast. Remove a counter during your upkeep. After the last counter is removed, everyone takes all creatures in their graveyards and puts them directly into play
Animate Dead EN U ●●● 1 L,U,R,4th,5th
Bring a creature from any graveyard into play on your side with -1 power. If Animate Dead leaves play, the creature is buried.
Armor Thrull SC C ●●● 2 FE
◈, Sacrifice: Put a +1/+2 counter on target creature. 1/3.
Artifact Possession EA C ●● 2 AQ
Do 2 damage to artifact's controller whenever its activation cost is paid.
Ashen Ghoul SC U ●● 3 IA
Unaffected by summoning sickness. ◈: Return Ghoul to play under your control if there are at least three creatures above it. 3/1.
Ashen Powder SOR R ●●● 2 MG
Take control of a creature from an opponent's graveyard.
Ashes to Ashes SOR U ●●● 3 DK,4th,5th
Remove two non-artifact creatures from the game and take 5 damage.
Bad Moon EN R ●●●● 1 L,U,R,4th,5th
All black creatures in play get +1/+1.
Balduvian Dead SC U ●● 3 AI
2: Remove a creature in your graveyard fromgame to put into play a 3/1 black and red creature that is unaffected by summoning sickness. Bury token at end of turn. 2/3.
Banshee SC U ●● 2 DK, CH
X, ◈: Banshee does X damage, half to you (round up) and half to any target (round down). 0/1.
Barbed-Back Wurm SC U ●● 3 MG
◈: Target green creature blocking Wurm gets -1/-1 until end of turn. 4/3.
Baron Sengir SL R ●●● 5 HL
Flying. Gets +2/+2 counters for each creature sent to graveyard on turn where Baron damaged it. ◈: Regenerate target Vampire. 5/5.

Key

• Restricted
• Banned
Banned in Type 1.5 only
Banned in Extended only
ART Artifact
AC Artifact Creature
CR Current Rarity
CU Cumulative Upkeep
EA Enchant Artifact
EC Enchant Creature
EE Enchant Enchantment
EL Enchant Land
EN Enchantment
EW Enchant World
INS Instant
INT Interrupt
LAN Land
LL Legendary Land
MS Mana Source
SC Summon Creature
SL Summon Legend
SOR Sorcery

MAGIC The Gathering®

players guide

Name	Kind	CR	Rating	Cost	Sets Found
Description					

Barrow Ghoul SC C ●● 1⚫ WL
During your upkeep, remove the top creature card in your graveyard from the game or bury Barrow Ghoul. 4/4.

Basal Thrull SC C ●● ⚫⚫ FE
⚫, Sacrifice. Add ⚫⚫ to your mana pool. 1/2.

Bellowing Fiend SC R ●● 3⚫ TM
Flying. Whenever Bellowing Fiend damages any creature, Bellowing Fiend deals 3 damage to that creature's controller and 3 damage to you. 3/3.

Binding Agony EC C ●● 1⚫ MG
For each 1 damage dealt to enchanted creature, Binding Agony deals 1 damage to that creature's controller.

Black Carriage SC R ● 3⚫⚫ HL
Trample. Doesn't untap as normal during untap phase. ⚫: Sacrifice a creature to untap Carriage. Do this only during your upkeep. 4/4.

Black Knight SC U ●●●● ⚫⚫ L,U,R,4th,5th
Protection from white, first strike. 2/2.

Blanket of Night EN U ●●● 1⚫⚫ VS
Each mana-producing land is a swamp in addition to its normal type.

Blight EL U ●● ⚫⚫ LG,4th,5th
If target land is tapped, destroy it at end of turn.

Blighted Shaman SC U ●● 1⚫ MG
⚫, Sacrifice a creature: Give a creature +2/+2 until end of turn. ⚫, Sacrifice a swamp: Give a creature +1/+1 until end of turn. 1/1.

Blood Pet SC C ●● ⚫ TM
Sacrifice Blood Pet: Add ⚫ to your mana pool. 1/1.

Bog Imp SC C ●● 1⚫ DK,4th,5th
Flying. 1/1. You won't find clever quips like this one in *Duelist* or *Scrye*.

Bog Rats SC C ●● ⚫ DK,CH,5th
Cannot be blocked by walls. 1/1.

Bog Wraith SC U ●●● 3⚫ L,U,R,4th,5th
Swampwalk. 3/3. Quip is one of 11 four-letter Q-words. Quoz is not one of them.

Bone Dancer SC R ●●● 1⚫⚫ WL
⚫: Put the top creature of defender's graveyard into play under your control. Use only if Dancer is unblocked and only once each turn. 2/2.

Bone Harvest INS C ●●●● 2⚫ MG
Put any number of creatures from your graveyard on top of your library. Contrip.

Bottomless Pit EN U ●●● 1⚫⚫ SH
During each player's upkeep, that player discards a card at random.

Bounty Hunter SC R ●●●● 3⚫⚫ TM
⚫: Put a bounty counter on target nonblack creature. ⚫: Destroy target creature with any bounty counters on it. 2/2.

Breathstealer SC C ●● 2⚫ MG
⚫: +1/-1 until end of turn. 2/2.

Breeding Pit EN U ●●● 3⚫ FE,5th
Put a 0/1 Thrull token in play at the end of each of your turns. Pay ⚫⚫ during upkeep or bury Breeding Pit.

Brine Shaman SC C ●● 1⚫ IA
⚫: Sacrifice a creature to give a creature +2/+2 until end of turn. 1⚫⚫: Sacrifice a creature to counter a summon spell. 1/1.

Broken Visage INS R ●● 2⚫ HL,5th
Bury target non-artifact attacking creature and put into play a black creature with power and toughness equal to target creature. Bury token at end of turn.

Brood of Cockroaches SC U ●●● 1⚫ VS
If Brood of Cockroaches is put into your graveyard from play, pay 1 life and return Brood of Cockroaches to your hand at end of turn. 1/1.

Brush with Death SOR C ●●● 2⚫ SH
Buyback 2⚫⚫. Target opponent loses 2 life. You gain 2 life.

Burnt Offering MS C ●● ⚫ IA
Sacrifice a creature to add to your mana pool any combination of black and red mana equal to that creature's casting cost.

Buried Alive SOR U ●● 2⚫ WL
Search your library for up to three creature cards and put them into your graveyard. Shuffle your library afterwards.

Cadaverous Knight SC C ●●●● 2⚫ MG
Flanking. 1⚫⚫: Regenerate. 2/2.

Cannibalize SOR C ●● 1⚫ SH
Choose two target creatures controlled by any one player. Remove one of those creatures from the game and put two +1/+1 counters on the other.

Carrion INS R ●●● 1⚫⚫ MG
Sacrifice a creature: Put into play a number of Maggot tokens equal to the sacrificed creature's power. Treat these as 0/1 black creatures.

Carrion Ants SC U ●●● 2⚫⚫ LG,4th,5th
⚫: +1/+1 until end of turn. 0/1.

Carrionette SC R ●● 1⚫ TM
2⚫⚫: Remove Carrionette and target creature from the game. That creature's controller may pay 2 to counter this ability. Use this ability only if Carrionette is in your graveyard. 1/1.

Casting of Bones EC C ●● 2⚫ AI
If enchanted creature is put into the graveyard, draw three cards. Choose and discard one of those cards

Catacomb Dragon SC R ●●● 3⚫⚫ MG
Flying. Whenever Dragon is blocked by a non-artifact, non-Dragon creature, that creature's power is halved, rounded up. 4/4.

Cemetery Gate SC C ●●● 2⚫ HL
Protection from black. 0/5.

Chains of Mephistopheles EN R ●● 1⚫ LG
Except for the first card drawn in draw phase, every player must discard a card before drawing. A player with no cards must discard the cards he draws.

Choking Sands SOR C ●●● 1⚫⚫ MG
Destroy target non-swamp land. If that land is a non-basic land, Choking Sands deals 2 damage to the land's controller.

Circling Vultures SC U ●●● ⚫ WL
Flying. During your upkeep, remove the top creature card in your graveyard from the game or bury Vultures. If Vultures is in your hand, you may discard it. Play this ability as an instant. 3/2.

Cloak of Confusion EC C ●● 1⚫ IA,5th
If target attacking creature is not blocked, you may have it deal no damage and force the defending player to discard a card at random.

Clot Sliver SC C ●●● 1⚫ TM
Each Sliver gains "⚫: Regenerate this creature." 1/1.

Coercion SOR C ●●●● 2⚫ VS, TM
Look at target opponent's hand and make him discard a card of your choice.

Coffin Queen SC R ●●●● 2⚫ TM
You may choose not to untap Coffin Queen during your untap phase. 2⚫, ⚫: Put target creature card from any graveyard into play under your control. Remove that creature from the game if Coffin Queen becomes untapped or if you lose control of Coffin Queen. 1/1.

Coils of the Medusa EC C ●●● 2⚫ WL
Enchanted creature gets +1/-1. Sacrifice Coils of the Medusa: Destroy all non-wall creatures blocking enchanted creature.

Commander Greven il-Vec SL R ●●● 3⚫⚫⚫ TM
When Commander Greven il-Vec comes into play, sacrifice a creature. Greven cannot be blocked except by artifact creatures and black creatures. 7/5.

Contagion INS U ●● 2⚫⚫ AI
You may pay 1 life and remove a black card in hand from the game to pay Contagion's cost. Put two -2/-1 counters on any numbers of creatures.

• **Contract from Below** SOR R ●●●●● ⚫ L,U,R
Discard your hand; draw an additional ante card plus seven cards.

Corpse Dance INS R ●●●● 2⚫ TM
Buyback 2. Put the top creature card from your graveyard into play. That creature is unaffected by summoning sickness this turn. Remove the creature from the game at end of turn.

Corrupting Licid SC U ●● 2⚫ SH
⚫, ⚫: Corrupting Licid loses this ability and becomes a creature enchantment that reads "Enchanted creature cannot be blocked except by artifact creatures and black creatures" instead of a creature. Move Corrupting Licid onto target creature. You may pay ⚫ to end this effect. 2/2.

Cosmic Horror SC R ●● 3⚫⚫⚫ LG,4th
First strike. Pay 3⚫⚫⚫ during upkeep or Cosmic Horror does 7 damage to you and is destroyed. 7/7.

Crovax the Cursed SL R ●●● 2⚫⚫ SH
Crovax the Cursed counts as a Vampire. Crovax comes into play with four +1/+1 counters on it. During your upkeep, sacrifice a creature and put a +1/+1 counter on Crovax, or remove a +1/+1 counter from Crovax. ⚫: Crovax gains flying until end of turn. 0/0.

Crypt Cobra SC U ●● 2⚫ MG
If Cobra attacks and is not blocked, defending player gets a poison counter. 3/3.

Crypt Rats SC C ●●●● 2⚫ VS
⚫: Crypt Rats deals X damage to each creature and player. Spend only black mana in this way. 1/1. Spirit Link Spirit Link Spirit Link Spirit Link Spir

Cuombajj Witches SC C ●●● ⚫⚫ AN, CH
⚫: Each player does 1 damage to any target; you choose first. 1/3.

Curse Artifact EA U ● 2⚫⚫ DK
Controller of target artifact must bury it during upkeep or lose 2 life.

Cursed Land EL U ●● 2⚫⚫ L,U,R,4th,5th
Do 1 damage to controller of target land during upkeep.

Cyclopean Mummy SC C ● 1⚫ LG,4th
Remove Mummy from game if it goes to graveyard. 2/1.

Dance of the Dead EC U ●●● 1⚫ IA
Bring a creature from any graveyard into play on your side topped and with +1/+1. Creature does not untap as normal. You must pay 1⚫.

Dark Banishing INS C ●●●● 2⚫ IA,MG,TM
Bury target non-black creature.

Dark Privilege EC C ●● 1⚫ VS
Enchanted creature gets +1/+1. Sacrifice a creature: Regenerate.

Dark Ritual MS C ●●●● ⚫ L,U,R,4th,IA,MG,5th,TM
Add ⚫⚫⚫ to your mana pool.

Darkness INS C ●● ⚫ LG
Creatures attack and block as normal but deal no damage.

Darkling Stalker SC C ●●● 2⚫ TM
⚫: Regenerate Stalker. ⚫. Stalker gets +1/+1 until end of turn. 1/1.

• **Darkpact** SOR R ●●●● ⚫⚫⚫ L,U,R
Switch the top card of your library with one of the cards up for ante.

Dauthi Embrace EN U ●●● 2⚫ TM
⚫⚫: Target creature gains shadow until end of turn.

Dauthi Ghoul SC U ●● 1⚫ TM
Shadow. Whenever any creature with shadow is put into any graveyard from play, put a +1/+1 counter on Dauthi Ghoul. 1/1.

Dauthi Horror SC C ●●● 1⚫ TM
Shadow. Dauthi Horror cannot be blocked by white creatures. 2/1.

Dauthi Marauder SC C ●●● 2⚫ TM
Shadow. 3/1.

Dauthi Mercenary SC U ●●● 2⚫ TM
Shadow. 2⚫: Dauthi Mercenary gets +1/+0 until end of turn. 2/1.

Dauthi Mindripper SC U ●●● 3⚫ TM
Shadow. Sacrifice Dauthi Mindripper. Defending player chooses and discards three cards. Use this ability only Dauthi Mindripper is attacking and unblocked. 2/1.

Dauthi Slayer SC C ●● 2⚫ TM
Shadow. Each turn, Dauthi Slayer attacks if able. 2/2.

Dauthi Trapper SC U ●● 2⚫ SH
⚫: Target creature gains shadow until end of turn. 1/1.

Death Pits of Rath EN R ●●● 3⚫⚫ TM
Whenever any creature is dealt damage, destroy it. That creature cannot be regenerated this turn.

Death Stroke SOR C ●●● ⚫⚫ SH
Destroy target tapped creature.

Death Watch EC C ●●● ⚫ VS
If creature is put into any graveyard, its controller loses an amount of life equal to its power and you gain an amount of life equal to its toughness.

Deathgrip EN U ●●● ⚫⚫ L,U,R,4th,5th
⚫⚫: Counter a green spell.

Deathlace INT R ● ⚫ L,U,R,4th
Change the color of one card being played or in play to black.

• **Demonic Attorney** SOR R ● ⚫ L,U,R
Unless opponent concedes game, both players draw an extra ante card.

Demonic Consultation INS U ●●● ⚫ IA
Name a card and remove the top six cards of your library from the game. Remove cards from the top of your library from the game until you get to the card you named. Add the card to your hand.

Demonic Hordes SC R ●●●● 3⚫⚫⚫ L,U,R
⚫: Destroy target land. Pay ⚫⚫⚫ during upkeep or Hordes become tapped and your opponent chooses a land of yours to be destroyed. 5/5.

Demonic Torment EC U ●● 2⚫ LG
Target creature deals no damage during combat and may not attack.

• **Demonic Tutor** SOR U ●●●●● 1⚫ L,U,R
Choose one card from your library and add it to your hand.

Derelor SC R ●●● 3⚫ FE,5th
Your black spells cost an additional ⚫. 4/4.

Desolation EN U ●● 2⚫⚫ VS
At the end of each turn, each player who tapped a land for mana during that turn sacrifices a land. If a plains is sacrificed in this way, Desolation deals 2 damage to that plains' controller.

KILLER COMBOS





Mulch and Lodestone Bauble:

Lodestone Bauble is a good way to recover from land destruction, especially mass-spells like Armageddon. But who wants to waste four draws recovering those lands? Instead, try weeding through the top of your library with Mulch, sending those lands right to your hand—and setting you up for a bonus draw from the Bauble's cantrip effect.

Diabolic Edict INS C ●●●● 1⚫⚫ TM
Target player sacrifices a creature.

Dirtwater Wraith SC C ●●● 2⚫⚫ MG
Swampwalk. ⚫: +1/+0 until end of turn. 1/3.

Diseased Vermin SC U ●●● 2⚫⚫ AI
During your upkeep, deals one damage to one opponent it has previously damaged for each counter. If Vermin damages a player in combat, put an counter on it. 1/1.

Disturbed Burial SOR C ●●●● 1⚫ TM
Buyback 3. Return target creature from your graveyard to your hand.

Doomsday SOR R ●●●● ⚫⚫⚫ WL
Pay half your life, rounded up. Put your graveyard on top of your library, then remove all but five cards of your library from the game. Put the rest on top of your library in any order.

Drain Life SOR C ●●●● 1⚫⚫ L,U,R,4th,MG,5th
Do 1 damage to target for each ⚫ spent above casting cost. Gain 1 life for each damage done. You cannot gain more life than target's current toughness.

Dread of Night EN U ●●● ⚫ TM
All white creatures get -1/-1.

Dread Specter SC U ●● ⚫⚫ MG
Whenever Dread Specter blocks or is blocked by a non-black creature, destroy that creature at end of combat. 2/2.

Dread Wight SC R ●● 2⚫⚫ IA
At the end of combat, put a paralyzation counter on any creature blocked by or blocking Dread Wight and tap it. If the creature has a paralyzation counter, it does not untap during untap phase. The creature's controller may pay ⚫ to remove a counter at any time. 3/4.

Dregs of Sorrow SOR R ●●●● ⚫⚫⚫ TM
Destroy X target nonblack creatures. Draw X cards.

Drift of the Dead SC U ●● ⚫⚫ IA
Counts as a wall. Drift of the Dead has power and toughness each equal to the number of snow-covered lands you control */*.

Drudge Skeletons SC C ●●● 1⚫⚫ L,R,4th,5th
⚫: Regenerates. 1/1.

Name	Kind	CR	Rating	Cost	Sets Found
Description					
Drudge Spell	EN	U	••	⚫⚫	HL
⚫: Remove 2 creatures from graveyard from the game. Bring Skeleton token into play. Skeleton is a black 1/1 creature with ⚫. Regenerates. All skeleton tokens are discarded if Drudge Spell leaves play.					
Dry Spell	SOR	C	•••	1⚫	HL
Dry Spell deals 1 damage to each creature and player.					
Dungeon Shade	SC	C	•••	3⚫	SH
Flying. ⚫: Dungeon Shade gets +1/+1 until end of turn. 1/1.					
Dystopia	EN	R	••••	1⚫⚫	AI
CU: One life. During each player's upkeep, if that player controls any green or white permanents, he sacrifices a green or white permanent.					
Eater of the Dead	SC	U	•••	4⚫	DK
Choose a creature in any graveyard and remove it from the game: Untap Eater of the Dead. 3/4. Mmmm. Dead.					
Ebon Praetor	SC	R	••	4⚫	FE
Trample, first strike. Put a -2/-2 counter on Ebon Praetor during upkeep. Sacrifice one creature during upkeep to remove a -2/-2 counter, adding a +1/+0 counter if a Thrull was sacrificed. 5/5.					
Ebony Charm	INS	C	••	⚫	MG
Choose one—Target player loses 1 life and you gain 1 life; or remove from the game up to three cards in any player's graveyard; or target creature can only be blocked by artifact or black creatures this turn.					
El-Hajjâj	SC	R	••	1⚫⚫	AN,R,4th
Gain 1 life for every point of damage El-Hajjâj inflicts 1/1.					
Endless Scream	EC	C	•••	⚫⚫	TM
Enchanted creature gets +X/+0.					
Enfeeblement	EC	C	•••	⚫⚫	MG,TM
Enchanted creature gets -2/-2.					
Erg Raiders	SC	C	•••	1⚫	AN,R,4th,5th
Take 2 damage at end of turn if Erg Raiders don't attack. 2/3.					
Evil Eye of Orms-By-Gore	SC	U	••	4⚫	LG,5th
Your creatures may not attack, except for Evil Eyes. Evil Eye may only be blocked by walls. 3/6.					
Evil Presence	EL	U	••	⚫	L,U,R,4th,5th
Target land is now a basic swamp.					
Evincar's Justice	SOR	C	••	2⚫⚫	TM
Buyback 3 Evincar's Justice deals 2 damage to each creature and player.					
Extinction	SOR	R	•••	4⚫	TM
Destroy all creatures of any creature type of your choice.					
Fallen, The	SC	U	••	1⚫⚫⚫	DK, CH
During your upkeep, The Fallen does 1 damage to every opponent it has previously damaged. 2/3.					
Fallen Angel	SC	U	•••	3⚫⚫	LG,CH,5th
Sacrifice a creature. Fallen Angel gains +2/+1 until end of turn. 3/3.					
Fallen Askari	SC	C	•••	1⚫	VS
Flanking. Fallen Askari cannot block. 2/2.					
Fatal Blow	INS	C	••	⚫	WL
Bury target creature that was damaged this turn.					
Fatal Lore	SOR	R	••	2⚫⚫	AI
Target opponent chooses: You draw 3 cards or you choose and bury up to 2 creatures that opponent controls and he draws up to 3 cards.					
Fear	EC	C	•••	⚫⚫	L,R,4th,IA,,5th
Only black or artifact creatures may block target creature.					
Feast of the Unicorn	EC	C	•••	3⚫	HL
Target creature gets +4/+0.					
Feast or Famine	INS	U	•••	3⚫	AI
Bury target non-black, non-artifact creature or put a Zombie token into play. Treat this token as a 2/2 black creature.					
Feral Shadow	SC	C	••	2⚫	MG
Flying. 2/1.					
Festering Evil	EN	U	•••	3⚫⚫	WL
During your upkeep, Festering Evil deals 1 damage to each creature and player. ⚫⚫, Sacrifice: Do 3 damage to each creature and player.					
Fetid Horror	SC	C	•••	3⚫	MG
⚫: +1/+1 until end of turn. 1/2.					
Fevered Convulsions	EN	R	•••	⚫⚫	TM
2⚫⚫: Put a -1/-1 counter on target creature.					
Fevered Strength	INS	C	••	2⚫	AI
Enchanted creature gets +2/+0. Contrip.					
Fledgling Djinn	SC	C	•••	1⚫	WL
Flying. During your upkeep, Djinn deals 1 damage to you. 2/2.					
Flow of Maggots	SC	R	••	2⚫	IA
CU: 1. May not be blocked by non-wall creatures. 2/2.					
Forbidden Crypt	EN	R	•••	3⚫⚫	MG
For each card you would draw, instead choose a card in your graveyard and put it into your hand. If you cannot, you lose the game. When a card is put into your graveyard, remove it from the game.					
Forbidden Ritual	SOR	R	••	2⚫⚫	VS
Sacrifice a card in play: Target opponent loses 2 life unless he or she sacrifices a permanent or chooses and discards a card. You may repeat this process as many times as you choose.					
Forsaken Wastes	EW	R	•••	2⚫	MG
Players cannot gain life. During each player's upkeep, that player loses 1 life. If Forsaken Wastes is the target of a successfully cast spell, that spell's caster loses 5 life.					
Foul Familiar	SC	C	•••	3⚫	IA
May not block. ⚫: Pay 1 life to return Familiar to its owner's hand. 3/1.					
Foul Imp	SC	C	•••	⚫⚫	SH
Flying. When Foul Imp comes into play, lose 2 life. 2/2					
Frankenstein's Monster	SC	R	••	X⚫⚫	DK
Remove X creatures from your graveyard from the game when casting Monster. For each creature removed from the game in this way, give Monster a permanent +2/+0, +1/+1, or +0/+2. 0/1.					
Frozen Shade	SC	C	•••	2⚫	L,R,4th,5th
⚫: +1/+1 until end of turn. 0/1.					
Funeral Charm	INS	C	•••	⚫	VS
Choose one—Target player chooses and discards a card; or target creature gets +2/-1 until end of turn; or target creature gains swampwalk until end of turn.					
Funeral March	EC	C	••	1⚫⚫	HL,5th
When target creature leaves play, that creature's controller must sacrifice a creature. Ignore this effect if he controls no other creatures.					
Gallowbraid	SL	R	•••	3⚫⚫	WL
CU: Pay 1 life. Trample. 5/5.					
Gangrenous Zombies	SC	C	••	1⚫⚫	IA
⚫: Sacrifice to deal 1 damage to each creature and player. Zombies deals 2 damage if you control any snow-covered swamps. 2/2.					
Gate to Phyrexia	EN	U	•••	⚫⚫	AQ
Sacrifice a creature during your upkeep to destroy an artifact.					
Gaze of Pain	SOR	C	•••	1⚫	IA
For each of your creatures that attacks and is not blocked, you may have it deal no damage to defending player this turn. If you do so, it instead deals damage equal to its power to any target creature.					
Ghost Hounds	SC	U	••	1⚫	HL
Attacking does not cause Ghost Hounds to tap. Gains first strike if blocking or blocked by white creature(s). 1/1.					
Ghosts of the Damned	SC	C	••	1⚫⚫	LG
⚫: Make target creature -1/-0 until end of turn. 0/2.					
Giant Slug	SC	C	••	1⚫	LG, CH
5: Give Slug landwalk ability of your choice on your next turn. 1/1.					
Gloom	EN	U	••••	2⚫	L,U,R,4th,5th
White spells and white enchantment costs now require an extra ⚫.					
Glyph of Doom	INS	C	•	⚫	LG
Creatures blocked by target wall are destroyed after combat.					
Grandmother Sengir	SL	R	••	3⚫	HL
2⚫, ⚫: Target creature gets -1/-1 until end of turn. 3/3					
Grave Robbers	SC	R	••	1⚫⚫	DK
⚫, ⚫: Remove an artifact in any graveyard from game. Gain 2 life. 1/1.					
Gravebone Zombie	SC	C	••	3⚫	MG
If Zombie is put into graveyard from play, put it on top of owner's library. 3/2.					
Gravebind	INS	R	•	⚫	IA
Target creature may not regenerate this turn. Contrip.					
Gravedigger	SC	C	••	3⚫	TM
When Gravedigger comes into play, you may return target creature card from your graveyard to your hand. 2/2.					
Grave Pact	EN	R	••••	1⚫⚫⚫	SH
Whenever any creature you control is put into any graveyard, each other player sacrifices a creature.					



Why not a five for the ultimate artifact of destruction? It's real simple. Despite it's awesome power, the Disk comes into play tapped, making it vulnerable to the likes of Disenchant and Shatter. Still as four-stars go, the Disk ranks right at the top.

Name	Kind	CR	Rating	Cost	Sets Found
Description					
Grave Servitude	EC	C	•••	1⚫	MG
You may choose to play Grave Servitude as an instant; if you do, bury it at end of turn. Enchanted creature gets +3/-1 and is black.					
Greater Werewolf	SC	C	•••	1⚫	HL,5th
After combat, put a -0/-2 counter on all creatures that blocked werewolf. 2/4.					
Greed	EN	R	•••	3⚫	LG, 4th
⚫, Pay 2 life: Draw a card.					
Guardian Beast	SC	R	••••	3⚫	AN
If untapped, prevents the stealing, destruction, or enchantment of your non-creature artifacts. 2/4. Makes a good coat hanger too					
Harbinger of Night	SC	R	•••	2⚫⚫	MG
During your upkeep, put a -1/-1 counter on each creature. 2/3.					
Hasran Ogress	SC	C	••	⚫⚫	AN, CH
Pay 2 when Hasran Ogress attacks or lose 2 life. 3/2.					
Haunting Misery	SOR	C	••	1⚫⚫	WL
Remove X creature cards in your graveyard from the game: Haunting Misery deals X damage to target player.					
Haunting Wind	EN	U	••	3⚫	AQ
Do 1 damage to artifact's controller each time an artifact in play is tapped or its activation cost is paid.					
Headless Horseman	SC	C	•	2⚫	LG
Speaking of Sleepy Hollow, this card is so boring it makes us sleepy. 2/2.					
Headstone	INS	C	••	1⚫	HL
Remove target card in any graveyard from the game. Contrip.					
Hecatomb	EN	R	•••	1⚫⚫	IA,5th
Sacrifice four creatures when Hecatomb comes into play. ⚫: Tap a swamp you control to have Hecatomb deal 1 damage to any target.					

Name	Kind	CR	Rating	Cost	Sets Found
Description					
Hell Swarm	INS	C	•	⚫	LG
Make all creatures -1/-0 until end of turn.					
Hellfire	SOR	R	•••	2⚫⚫⚫	LG
Destroy all non-black creatures. Hellfire does X+3 damage to you, where X is the number of creatures placed in the graveyard.					
Hell's Caretaker	SC	R	•••	3⚫	LG, CH
⚫: Sacrifice a creature to put a creature in your graveyard into play. 1/1.					
Hidden Horror	SC	U	•••	1⚫⚫	WL
When Horror comes into play, discard a creature card or bury Horror. 4/4.					
Hoar Shade	SC	C	•••	3⚫	IA
⚫: +1/+1 until end of turn. 1/2.					
Horror of Horrors	EN	U	•••	3⚫⚫	LG
Sacrifice a swamp to regenerate a black creature.					
Howl from Beyond	INS	C	•••	X⚫	L,U,R,4th,IA,5th
Target creature gains +X/+0 until end of turn.					
Hyalopterous Lemure	SC	U	•••	1⚫	IA
⚫: Gains flying and -1/-0 until end of turn. 4/3.					
Hymn to Tourach	SOR	C	•••••	⚫⚫	FE
Target player randomly discards two cards from his hand.					
Hypnotic Specter	SC	U	•••••	1⚫⚫	L,U,R,4th
Flying. Player damaged by Specter must discard a card at random. 2/2.					
Icequake	SOR	U	•••	1⚫⚫	IA
Destroy a land. If it is a snow-covered land, its controller takes 1 damage.					
Ihsan's Shade	SL	U	••••	3⚫⚫⚫	HL
Protection from white. 5/5.					
Imprison	EC	R	•••	⚫	LG
1: Prevent target creature from attacking, blocking, or tapping. Imprison is destroyed if mana is not paid.					
Imp's Taunt	INS	U	••	1⚫	TM
Buyback 3. Target creature attacks this turn if able.					
Infernal Contract	SOR	R	••••	⚫⚫⚫	MG
Pay half your life, rounded up: Draw four cards.					
Infernal Darkness	EN	R	•••	2⚫⚫	IA
CU: ⚫ and 1 life. All mana-producing lands produce ⚫ instead of their normal mana.					
Infernal Denizen	SC	R	•	3⚫	IA
During upkeep, you must sacrifice two swamps or Infernal Denizen becomes tapped and target opponent may gain control of a creature you control of his choice. ⚫: Gain control of target creature. 5/7.					
Infernal Harvest	SOR	C	•••	1⚫	VS
Return X swamps you control to owner's hand: Infernal Harvest deals X damage, divided any way, among any number of target creatures.					
Infernal Medusa	SC	U	•••	3⚫⚫	LG
Destroy all non-wall creatures blocking or blocked by Medusa. 2/4.					
Infernal Tribute	EN	R	•••	⚫⚫⚫	WL
2, Sacrifice a card in play: Draw a card.					
Initiates of the Ebon Hand	SC	C	•••	⚫	FE,5th
1: Add ⚫ to your mana pool. Bury Initiates if more than ⚫ is spent this way in one turn. 1/1.					
Inquisition	SOR	C	•	3⚫	DK
Examine target player's hand. Do one damage for each white card.					
Insidious Bookworms	SC	C	••	⚫	AI
1⚫: Target player discards a card at random. Use only when Bookworms is put into graveyard from play and only once. 1/1.					
Irini Sengir	SL	U	•	2⚫⚫	HL
All white and green enchantments cost an extra 2 to cast. 2/2.					
Jovial Evil	SOR	R	••	2⚫	LG
Do 2 damage to opponent for each white creature he controls.					
Junún Efreet	SC	U	•••	1⚫⚫	AN,4th
Flying. Pay ⚫⚫ during upkeep or Junún Efreet is destroyed. 3/3.					
Juzám Djinn	SC	R	•••••	2⚫⚫	AN
Juzám Djinn deals 1 damage to you during your upkeep. 5/5. Big meanie.					
Kaervek's Hex	SOR	U	••	3⚫	MG
Kaervek's hex deals 1 damage to each non-black creature and an additional 1 damage to each green creature.					
Kaervek's Spite	INS	R	••	⚫⚫⚫	VS
Sacrifice of permanents. Discard your hand: Target player loses 5 life					
Keeper of Tresserhorn	SC	R	•••	3⚫	AI
If Keeper attacks and is not blocked, it deals no damage to defending player this turn and that player loses two life. 6/6.					
Kezzerdrix	SC	R	••	2⚫⚫	TM
First strike. During your upkeep, if your opponents control no creatures, Kezzerdrix deals 4 damage to you. 4/4					
Khabal Ghoul	SC	R	•••	2⚫	AN
Gets a +1/+1 counter at end of turn for each creature that was destroyed that turn. 1/1.					
Kjeldoran Dead	SC	C	•••	⚫	IA,5th
You must sacrifice a creature when Kjeldoran Dead comes into play. ⚫: Regenerate. 3/1.					
Knight of Dusk	SC	U	•••	1⚫⚫	TM
⚫⚫: Destroy target creature blocking Knight of Dusk. 2/2.					
Knights of Stromgald	SC	U	••••	⚫⚫	IA,5th
Protection from white. ⚫⚫: +1/+0 ⚫: First strike. 2/1.					
Koskun Falls	EW	R	••	2⚫⚫	HL
During your upkeep, tap target creature you control or bury Koskun Falls. No creature can attack you unless its controller pays an additional 2 whenever the creature attacks.					
Krovikan Elementalist	SC	U	••	⚫⚫	IA
2⚫: Give a creature +1/+0 until end of turn. ⚫⚫: Give a creature you control flying until end of turn. Bury that creature at end of turn. 1/1.					
Krovikan Fetish	EC	C	•••	2⚫	IA,5th
Target creature gets +1/+1. Contrip.					
Krovikan Horror	SC	R	•	3⚫	AI
At the end of any turn, if Krovikan Horror is in your graveyard with a summon card directly above it, you may put Krovikan Horror into your hand. 1: Sacrifice a creature to have Krovikan Horror deal one damage to target creature or player. 2/2.					
Krovikan Plague	EC	U	•	2⚫	AI
Play on a non-wall creature you control. ⚫: Tap enchanted creature to have Krovikan Plague deal one damage to target creature or player. Put a -0/-1 counter on enchanted creature. Contrip					
Krovikan Vampire	SC	U	••	3⚫⚫	IA
If a creature dies during a turn in which Krovikan Vampire damaged it, it is put into play under your control. Bury the creature if Krovikan Vampire leaves play or your control. 3/3					

Key

- Restricted
- Banned
- Banned in Type 1.5 only
- Banned in Extended only

ART Artist
AC Artifact Creature
CR Current Rarity
CU Cumulative Upkeep
EA Enchant Artifact
EC Enchant Creature
EE Enchant Enchantment
EL Enchant Land
EN Enchantment
EW Enchant World
INS Instant
INT Interrupt
LAN Land
LL Legendary Land
MS Mana Source
SC Summon Creature
SL Summon Legend
SOR Sorcery

MAGIC The Gathering®

players guide

Name / Description	Kind	CR	Rating	Cost	Sets Found
Lab Rats Buyback ⚫. Put a Rat token into play. Treat as a 1/1 black creature.	SOR	C	●●●	⚫	SH
Leeching Licid ⚫,⚫: Leeching Licid loses this ability and becomes a creature enchantment that reads "During the upkeep of enchanted creature's controller, Leeching Licid deals 1 damage to that player" instead of a creature. Move Leeching Licid onto target creature. You may pay ⚫ to end this effect. 1/1.	SC	U	●●●	1⚫	TM
Legions of Lim-Dûl Snow-covered swampwalk. 2/3.	SC	C	●●	1⚫⚫	IA
Leshrac's Rite Give target creature swampwalk.	EC	U	●●	⚫	IA,5th
Leshrac's Sigil ⚫⚫: Whenever an opponent successfully casts a green spell, look at that player's hand and discard a card from that hand of your choice. ⚫⚫: Return Leshrac's Sigil to owner's hand.	EN	U	●●	⚫⚫	IA
Lesser Werewolf ⚫: Give Werewolf -1/-0 until end of turn. Put a -0/-1 counter on creatures blocking or blocked by Werewolf. Lesser Werewolf's power may not be reduced below 0 using this ability. 2/4.	SC	U	●●●	1⚫	LG
Lich Lose al. life. For each point of damage you take, bury one permanent you control. For every point you gain, draw a card. If Lich leaves play you lose.	EN	R	●●	⚫⚫⚫⚫	L,U
Lim-Dûl's Cohort Creatures blocking or blocked by Cohort cannot regenerate. 2/3.	SC	C	●●	1⚫⚫	IA
Lim-Dûl's Hex During your upkeep, Hex does 1 damage to all players. Each player may pay ⚫ or ⚫ to prevent the damage to himself.	EN	U	●●	1⚫	IA
Lim-Dûl's High Guard First strike. 1⚫: Regenerate. 2/1.	SC	C	●●●	1⚫⚫	AI
Living Death Set aside all creature cards in all graveyards. Then, put each creature that is in play into its owner's graveyard. Then, put each creature card set aside in this way into play under its owner's control.	SOR	R	●●●	3⚫⚫	TM
Lord of the Pit Flying, trample. During your upkeep, sacrifice a creature other than Lord of the Pit or Lord of the Pit does 7 damage to you. 7/7.	SC	R	●●●	1⚫⚫⚫	L,U,R,4th,5th
Lost Soul Swampwalk. 2/1.	SC	C	●●	1⚫⚫	LG,4th,5th
Maddening Imp Flying. ⚫: All non-Wall creatures target opponent controls attack this turn if able. At end of turn, destroy each of those creatures that did not attack. Use this ability only during target opponent's turn and only before combat. 1/1.	SC	R	●●	2⚫	TM
Marsh Gas Make all creatures -2/-0 until end of turn.	INS	C	●	⚫	DK,4th
Marsh Lurker Sacrifice a swamp: Marsh Lurker cannot be blocked this turn except by artifact creatures and black creatures. 3/2.	SC	C	●●	3⚫	TM
Megrim Whenever any opponent discards a card, Megrim deals 2 damage to him.	EN	U	●●	2⚫	SH
Mind Peel Buyback 2⚫⚫. Target player chooses and discards a card.	SOR	U	●●	⚫	SH
Mind Ravel Target player must discard a card. Draw a card at the beginning of the next turn's upkeep.	SOR	C	●●	2⚫	IA,5th
Mind Twist Opponent must randomly discard X cards from his hand.	SOR	R	●●●●●	X⚫	L,U,R,4th
Mind Warp Look at a player's hand and make him discard X cards of your choice.	SOR	U	●●●	3⚫⚫	IA,5th
Mind Whip During target creature's controller's upkeep, Mind Whip does 2 damage to that player and taps the creature if he does not pay ⚫.	EC	R	●●	2⚫⚫	IA
Mindwhip Sliver Each Sliver gains "2, Sacrifice this creature: Target player discards a card at random. Play this ability as a sorcery." 2/2.	SC	U	●●	2⚫	TM
Mindstab Thrull If Thrull attacks and is not blocked, you may have it deal no damage and sacrifice it to force the defender to discard three cards. 2/2.	SC	C	●●	1⚫⚫	FE,5th
Minion of Leshrac Protection from black. During upkeep, sacrifice a creature or Minion does 5 damage to you and taps. ⚫: Destroy a creature or land. 5/5.	SC	R	●●●	4⚫⚫⚫	IA
Minion of Tevesh Szat Pay ⚫⚫ during upkeep or take 2 damage. ⚫: Give target creature +3/-2 until end of turn. 4/4.	SC	R	●●●	3⚫⚫⚫	IA
Minion of the Wastes Trample. When you play Minion of the Wastes, pay any amount of life. Minion has power and toughness each equal to that amount. */*.	SC	R	●●●	3⚫⚫⚫	TM
Mire Shade ⚫, Sacrifice a swamp: Put a +1/+1 counter on Mire Shade. 1/1.	SC	U	●●	1⚫	MG
Mischievous Poltergeist Flying. Pay 1 life: Regenerate. 1/1.	SC	U	●●●	2⚫	WL
Misinformation Put 3 cards from an opponent's graveyard on top of his library in any order.	INS	U	●●●	⚫	AI
Mold Demon Sacrifice two swamps when Mold Demon comes into play or bury him. 6/6.	SC	R	●	5⚫⚫	LG
Mole Worms ⚫: Tap a land. As long as Worms remain tapped, that land does not untap as normal. You may choose not to untap Worms. 1/1.	SC	U	●●	2⚫	IA,5th
Moor Fiend Swampwalk. 3/3.	SC	C	●●●	3⚫	IA
Morgue Thrull Sacrifice Morgue Thrull: Put the top three cards of your library into your graveyard. 2/2.	SC	C	●●	2⚫	SH
Marinten Flying. CU: 1 life. 5/4.	SL	R	●●●	3⚫⚫	WL
Mortuary Whenever any creature is put into your graveyard from play, put that creature on top of your library.	EN	R	●●●	3⚫	SH
Murk Dwellers If Murk Dwellers attack and is not blocked, it gains +2/+0. 2/2.	SC	C	●●	3⚫	DK,4th,5th
Nameless Race Trample. Sacrifice * life when casting Nameless Race, where * is at most the total number of white cards all your opponents have in play and in their graveyards. */*.	SC	R	●●	3⚫⚫	DK
Necratog Remove the top creature card in your graveyard from the game: +2/+2 until end of turn. 1/2.	SC	U	●●●	3⚫⚫	WL
Necrite If Necrite attacks and isn't blocked, you may have it deal no damage and sacrifice it to bury a target creature controlled by the defending player. 2/2.	SC	C	●●	2⚫⚫	FE,5th
Necromancy You may play Necromancy as an instant; if you do, bury it at end of turn. When you play Necromancy, choose a creature in your graveyard. When Necromancy comes into play, put that creature into play as though just played and Necromancy becomes an enchantment that targets the creature. If Necromancy leaves play, bury the creature.	EN	U	●●●	2⚫⚫	VS
Necropotence Skip your draw phase. ⚫: Pay 1 life to set aside the top card of your library. Add it to your hand at the start of your next discard phase.	EN	R	●●●●	⚫⚫⚫	IA,5th
Necrosavant 3⚫⚫⚫, Sacrifice a creature: Put Necrosavant into play. Use this ability only during your upkeep and only if Necrosavant is in your graveyard. 5/5.	SC	R	●●●	3⚫⚫⚫	VS
Nekrataal First strike. When Nekrataal comes into play, bury target nonartifact, nonblack creature. 2/1.	SC	U	●●●●	2⚫⚫	VS
Nether Shadow If three creatures are above Shadow in graveyard, it can return to play during controller's upkeep. Unaffected by summoning sickness. 1/1.	SC	R	●●	⚫⚫	L,U,R,4th,5th
Nether Void All spells are countered unless their controller spends an additional 3.	EW	R	●●●●●	3⚫	LG
Nettling Imp ⚫: Target non-wall creature must attack or DIE!!! at end of turn. 1/1.	SC	U	●●●	2⚫	L,U,R
Nightmare Flying. Power and toughness equal number of swamps controller has. */*.	SC	R	●●●	5⚫	L,U,R,4th,5th
Nocturnal Raid All black creatures get +2/+0 until end of turn.	INS	U	●●	2⚫⚫	MG
Norrit ⚫: Untap a blue creature. ⚫: Opponent's target non-wall creature must attack or be destroyed at end of turn. 1/1.	SC	C	●●●	3⚫	IA
Oath of Lim-Dûl For each point of damage you take or life you lose, sacrifice one of your permanents or discard a card from your hand. ⚫⚫: Draw a card.	EN	R	●●●	3⚫	IA
Odylic Wraith Swampwalk. If Odylic Wraith damages any player, that player chooses and discards a card. 2/2.	SC	U	●●●	3⚫	WL
Order of the Ebon Hand Protection from white. ⚫⚫: +1/+0. ⚫: First strike. 2/1.	SC	C	●●●●	⚫⚫	FE
Oubliette Place target creature out of play. If Oubliette leaves play, creature returns tapped.	EN	C	●●●	1⚫⚫	AN
Painful Memories Look at target opponent's hand and put onecard on top of his or her library.	SOR	U	●●●	1⚫	MG
Paralyze Tap target creature. Target creature doesn't untap as normal. Creature's controller may spend ⚫ to untap during upkeep.	EC	C	●●●	⚫	L,U,R,4th,5th
Perish Destroy all green creatures. Those creatures cannot be regenerated this turn.	SOR	U	●●●●	2⚫	TM
Pestilence ⚫: Do 1 damage to each creature and all players. Bury Pestilence if there are no creatures in play at the end of any turn.	EN	C	●●●	2⚫	L,U,R,4th,5th
Pestilence Rats * equals the number of other Rats in play. */3.	SC	C	●●	2⚫⚫	IA
Phantasmal Fiend ⚫: +1/-1 until end of turn. 1⚫: Switch Fiend's power and toughness until end of turn 1/5.	SC	C	●●●	3⚫	AI
Phyrexian Boon As long as enchanted creature is black, it get –2/+1; otherwise it gets -1/2.	EC	C	●●●	2⚫	AI
Phyrexian Gremlins ⚫: Tap an artifact. As long as Gremlins are tapped, that artifact does not untap as normal. You may choose not to untap Gremlins. 1/1.	SC	C	●●●	2⚫	AQ
Phyrexian Tribute Sacrifice two creatures: Destroy target artifact.	SOR	R	●	2⚫	MG
Pillar Tombs of Aku During each player's upkeep, that player sacrifices a creature, or that player loses 5 life and you bury Pillar Tombs of Aku.	EW	R	●●●	2⚫⚫	VS
Pit Imp Flying. ⚫: Pit Imp gets +1/+0 until end of turn. You cannot spend more than ⚫⚫ in this way each turn. 0/1.	SC	C	●●	⚫	TM
Pit Scorpion If Scorpion damages opponent, opponent gets 1 poison counter. 1/1.	SC	C	●●	2⚫	LG,4th,5th
Plague Rats Power and toughness equal number of Plague Rats in play. */*.	SC	C	●	2⚫	L,U,R,4th,5th
Pox Each player sacrifices 1/3 of their life; then they must discard 1/3 of the cards in their hand; then they must sacrifice 1/3 of their creatures; finally they must sacrifice 1/3 of their lands. Round each loss up.	SOR	R	●●●	⚫⚫⚫	IA,5th
Priest of Yawgmoth ⚫: Sacrifice an artifact and add ⚫ equal to its cost to your mana pool. 1/2.	SC	C	●	1⚫	AQ
Purraj of Urborg First strike when attacking. ⚫: Put a +1/+1 counter on Purraj. Use only when a black spell is cast and only once for each spell. 2/3.	SL	R	●●●	3⚫⚫	MG
Python 3/2.	SC	C	●●	1⚫⚫	VS
Quagmire Creatures with swampwalk may be blocked as normal.	EN	U	●	2⚫	LG
Rabid Rats ⚫: Target blocking creature gets +1/-1 until end of turn. 1/1.	SC	C	●●	1⚫	SH
Rag Man ⚫⚫⚫, ⚫: Examine opponent's hand. Opponent must randomly discard a creature, if any are in hand. 2/1.	SC	R	●●	2⚫⚫	DK,4th,5th
Rain of Tears Destroy target land.	SOR	U	●●●	1⚫⚫	TM
Raise Dead Bring a creature from your graveyard into your hand.	SOR	C	●●●	⚫	L,U,R,4th,5th
Rats of Rath ⚫: Destroy target artifact, creature, or land you control. 2/1.	SC	C	●●	1⚫	TM
Ravenous Vampire Flying. During your upkeep, sacrifice a non-artifact creature and put a +1/+1 counter on Vampire, or tap Vampire. 3/3.	SC	U	●●●	3⚫⚫	MG
Razortooth Rats Cannot be blocked except by artifact creatures and black creatures. 2/1.	SC	C	●●	2⚫	WL
Reanimate Put target creature card from any graveyard into play under your control. Lose life equal to that creature's total casting cost.	SOR	U	●●●	⚫	TM
Reckless Spite Destroy two nonblack creatures. Lose 5 life.	INS	U	●●●	3⚫⚫	TM
Reign of Terror Bury all white or green creatures. Lose 2 life for each creature.	SOR	U	●●	3⚫⚫	MG
Restless Dead ⚫: Regenerate Restless Dead. 1/1.	SC	C	●●●	1⚫	MG
Revenant Flying. Revenant has power and toughness each equal to the number of creature cards in your graveyard. */*.	SC	R	●●●	4⚫	SH
Ritual of the Machine Sacrifice a creature: Gain control of a non-black, non-artifact creature.	SOR	R	●●●	2⚫⚫	AI
Royal Assassin ⚫: Destroy any tapped creature. 1/1.	SC	R	●●●●	1⚫⚫	L,U,R,4th
Sacrifice Sacrifice a creature to get ⚫ equal to that creature's casting cost.	MS	U	●	⚫	L,U,R
Sadistic Glee Whenever any creature is put into any graveyard from play, put a +1/+1 counter on enchanted creature.	EC	C	●●	⚫	TM
Sarcomancy When Sarcomancy comes into play, put a Zombie Token into play. Treat this token as a 2/2 black creature. During your upkeep, if there are no Zombies in play, Sarcomancy deals 1 damage to you.	EN	R	●●	⚫	TM
Scathe Zombies 2/2. Zzzzzz...	SC	C	●	2⚫	L,U,R,4th,5th
Scavenging Ghoul At the end of turn, add a counter for each other creature placed in the graveyard that turn. Discard a counter to regenerate Ghoul. 2/2.	SC	U	●●	3⚫	L,U,R,4th
Screeching Harpy Flying. 1⚫: Regenerate Screeching Harpy. 2/2.	SC	U	●●●	2⚫⚫	TM
Season of the Witch At end of each player's turn, bury all untapped creatures that could have attacked but didn't. Pay 2 life during upkeep or Season is destroyed.	EN	R	●	2⚫⚫⚫	DK
Seizures When target creature becomes tapped, that creature's controller must pay ⚫ or Seizures does 3 damage to him.	EC	C	●●	1⚫	IA
Sengir Autocrat When Autocrat comes into play, put 3 smurf tokens into play. Smurf these as 0/1 black creatures. If Autocrat smurfs play, snuff your smurfs. 2/2.	SC	R	●●●	3⚫	HL,5th

KILLER COMBOS





Ensnaring Bridge and Cursed Scroll: Cursed Scroll is one of the most popular cards in *Magic* these days, with good cause. Knock your hand down to one card, and it's guaranteed to dole out two points of damage every turn. With Ensnaring Bridge you can really put the screws to your opponent, preventing all but his wimpiest creatures from attacking—and those can likely be knocked off by the Cursed Scroll.

Sengir Bats SC C ●● ⓑ⓫⓫ HL
Flying. For each creature put into the graveyard in the same turn that it was damaged by Bats, Bats receive +1/+1. 1/2.

Sengir Vampire SC U ●●●● ⓑⓑⓑ L,U,R,4th
Flying. For each creature put into the graveyard in the same turn that it was damaged by Vampire, Vampire receives +1/+1. 4/4.

Serpent Warrior SC C ●● ⓑⓑ SH
When Serpent Warrior comes into play, lose 3 life. 3/3.

Servant of Volrath SC C ● ⓑⓑ TM
If Servant of Volrath leaves play, sacrifice a creature. 3/3.

Sewers of Estark INS R ●● ⓑⓑⓑ PR
If target creature is attacking, it may not be blocked until end of turn. If it is blocking, it deals no damage and takes no damage

Sewer Rats SC C ●●● ⓑ MG
ⓑ, Pay 1 life: +1/+0 until end of turn. You cannot spend more than ⓑⓑⓑ in this way each turn. 1/1.

Shadow Guildmage SC C ●●● ⓑ MG
ⓑ, ⓑ: Put target creature you control on top of owner's library. ⓑ, ⓒ: Guildmage deals 1 damage to any target and 1 damage to you. 1/1.

Shadow Rider SC C ●●● ⓑⓑⓑ WL
Flanking. 3/3.

Shallow Grave INS R ●●●● ⓑⓑ MG
Put top creature from your graveyard in play. Creature is unaffected by summoning sickness and is removed from game at end of any turn.

Shattered Crypt SOR C ●● ⓒⓑⓑ WL
Return X creatures from your graveyard to your hand and lose X life.

Shauku, Endbringer SL R ●● ⓑⓑⓑ MG
Flying. Shauku cannot attack if there is another creature in play. During your upkeep, lose 3 life. ⓑ: Remove target creature from the game and put a +1/+1 counter on Shauku. 5/5.

Shimian Night Stalker SC U ●●● ⓑⓑⓑ LG, CH
ⓑ, ⓓ: Redirect damage done to you by an attacking creature to Stalker. 4/4.

Simulacrum INS U ●●● ⓑⓑ L,U,R,4th
Redirect all damage done to you this turn to one of your creatures.

Sinkhole SOR C ●●●● ⓑⓑ L,U
Destroy a land.

Skeleton Scavengers SC R ●●● ⓑⓑ SH
Skeleton Scavengers comes into play with one +1/+1 counter on it. Pay ⓑ for each +1/+1 counter on Skeleton Scavengers: Regenerate Skeleton Scavengers and put a +1/+1 counter on it. 0/0.

Skulking Ghost SC C ●●● ⓑⓑ MG
Flying. If Ghost is the target of a spell or effect, bury Ghost. 2/1.

Skyshroud Vampire SC U ●●● ⓑⓑⓑ TM
Flying. Discard a creature card: Vampire gets +2/+2 until end of turn. 3/3.

Soldevi Adnate SC C ●● ⓑⓑ AI
ⓑ: Sacrifice a black or artifact creature to add an amount of ⓑ equal to that creature's casting cost to your mana pool. 1/2.

Songs of the Damned MS C ●● ⓑ IA
Add ⓑ to your mana pool for every creature in your graveyard.

Sorceress Queen SC R ●●●● ⓑⓑⓑ AN,R,4th,5th
ⓒ: Target creature becomes 0/2 until end of turn. 1/1.

Soul Burn SOR C ●●● ⓑⓑ IA
Do one damage to any target for each ⓑ or ⓡ spent above the casting cost. Gain one life for each ⓑ spent in this way.

Soul Exchange SOR U ●●● ⓑⓑ FE
Remove a creature from the game to put a creature from your graveyard in play. Add a +2/+2 counter if you sacrificed a Thrull.

Soul Kiss EC C ●●● ⓒⓑ IA
ⓑ: Pay one life to give enchanted creature +2/+2 until end of turn. You may spend no more than ⓑⓑⓑ in this way each turn.

Soul Rend INS U ●●● ⓐⓑ MG
Bury target white creature. Cantrip.

Soulshriek INS C ●● ⓑ MG
Target creature you control gets +*/+0 until end of turn, where * is the number of creature in your graveyard. Bury creature at end of turn.

Souldrinker SC U ●●● ⓢⓑ TM
Pay 3 life: Put a +1/+1 counter on Souldrinker. 2/2.

Spinal Graft EC C ●● ⓐⓑ TM
Enchanted creature gets +3/+3. If enchanted creature is the target of a spell or ability, destroy the creature. Creature cannot regenerate this turn.

Spinning Darkness INS C ●●● ⓐⓑⓑ WL
You may remove the top 3 black cards in your graveyard from game instead of paying casting cost. Do 3 damage to target nonblack creature. Gain 3 life.

Spirit of the Night SL R ●●● ⓒⓒⓒⓒ MG
Flying, trample, protection from black. First strike when attacking. Spirit of the Night is unaffected by summoning sickness. 6/5.

Spirit Shackle EC U ●● ⓑⓑ LG,4th
Put a -0/-2 counter on target creature every time it taps.

Spoils of Evil INT R ●●● ⓒⓑ IA
Add ⓑ to your mana pool and gain 1 life for each artifact or creature in target opponent's graveyard.

Spoils of War SOR R ●●● ⓡⓑ IA
Put X +1/+1 counters on any number of creatures. X is equal to the number of creatures and artifacts in target opponent's graveyard.

Stench of Decay INS C ●● ⓐⓑⓑ AI
All non-artifact creatures get -1/-1 until end of turn.

Stench of Evil SOR U ●●● ⓑⓑⓑ IA
Destroy all plains. Each player takes one damage for each plains he loses this way, but may pay ⓒ for each point he wishes to prevent.

Stone-Throwing Devils SC C ●●● ⓑ AN
First strike. 1/1.

Strands of Night EN U ●●● ⓑⓑⓑ WL
ⓑⓑ, Pay 2 life, Sacrifice a swamp: Put target creature card from your graveyard into play.

Stromgald Cabal SC R ●●●● ⓐⓑⓑ IA,5th
ⓑ: Pay 1 life to counter a white spell. 2/2.

Stromgald Spy SC U ●●● ⓑⓑ AI
If Spy attacks and is not blocked, you may have it deal no damage to make defending player play with his hand face up on the table. 2/4.

Stronghold Assassin SC R ●●● ⓐⓑⓑ SH
ⓡ, Sacrifice a creature: Destroy target nonblack creature. 2/1.

Stronghold Taskmaster SC U ●● ⓑⓑⓑ SH
All other black creatures get -1/-1. 4/3.

Stupor SOR U ●●●● ⓑⓑ MG
Opponent discards a card at random, then chooses and discards a card.

Suq'Ata Assassin SC U ●● ⓑⓑⓑ VS
Assassin cannot be blocked except by artifact or black creatures. If Assassin attacks and is not blocked, defending player gets a poison counter. 1/1.

Swamp Mosquito SC C ●● ⓑⓑ AI
Flying. If Mosquito is not blocked, defender gets a poison counter. 0/1.

Syphon Soul SOR C ●● ⓑⓑ LG
Do 2 damage to all players except caster. Gain life equal to total damage dealt.

Tainted Specter SC R ●● ⓑⓑ MG
Flying. ⓐⓑⓑ, ⓒ: Target chooses a card from his hand and then either discards it or puts it on top of his library. If it is discarded, Specter deals 1 damage to each creature and player. Play as a sorcery. 2/2.

Takklemaggot EC U ●● ⓒⓑⓑ LG, CH
Give target a -0/-1 counter during controller's upkeep. If creature dies, controller chooses a new target. If no target, Takklemaggot becomes an enchantment and does 1 damage during upkeep to its last controller.

Tar Pit Warrior SC C ●●● ⓑⓑ VS
If Tar Pit Warrior is the target of a spell or effect, bury Warrior. 3/4.

Tendrils of Despair SOR C ● ⓑ WL
Sacrifice a creature: Target opponent chooses and discards two cards.

Terror INS C ●●●● ⓑⓑ L,U,R,4th,5th
Bury target creature. Cannot target black or artifact creatures.

Thrull Champion SC C ●●● ⓑⓑ FE
All Thrulls get +1/+1. ⓒ: Take control of target Thrull. When Thrull Champion leaves your control or play, you lose control of it. 2/2.

Thrull Retainer EC U ●●● ⓑ FE,5th
Give target +1/+1. Sacrifice Retainer to regenerate the creature

Thrull Wizard SC U ● ⓐⓑ FE
ⓐⓑ: Counter black spell unless caster pays an additional ⓑ or ⓢ. 1/1.

• **Timmerian Fiends** SC R ● ⓑⓑⓑ HL
ⓑⓑⓑ, Sacrifice Timmerian Fiends: Bury target opponent's artifact and put it in your graveyard. Put Timmerian Fiends into his graveyard. This change is permanent. Opponent may ante an additional card to counter this effect. 1/1.



Even though it is the cornerstone of the best deck of all time, Necropotence doesn't necessarily deserves five stars. It is undeniably one of the most awesome card-drawing engines in the game, but severe deck limitations keep it from reaching the five-star plateau.

Tombstone Stairwell EW R ●●● ⓒⓑⓑ MG
Cumulative Upkeep: ⓐⓑ. During each player's upkeep, he puts into play a token for each creature in his graveyard. These tokens are 2/2 black creatures that are unaffected by summoning sickness and count as Zombies. Bury tokens at the end of any turn.

Torment EC C ●● ⓐⓑ SH
Enchanted creature gets -3/-0.

Torture EC C ●● ⓑ HL,5th
ⓐⓑ: Place a -1/-1 token on creature Torture enchants.

Tortured Existence EN C ●● ⓑ SH
ⓑ, Choose and discard a creature card: Return target creature card from your graveyard to your hand.

Touch of Darkness INS U ● ⓑ LG
Change the color of one or more creatures to black until end of turn.

Touch of Death SOR C ●● ⓒⓑ IA,5th
Do 1 damage to any player and gain 1 life. Cantrip.

Tourach's Chant EN U ●● ⓐⓑⓑ FE
Whenever a player puts a forest into play Tourach's Chant deals 3 damage to him if he does not place a -1/-1 counter on a creature he controls.

Tourach's Gate EL R ● ⓐⓑⓑ FE
Sacrifice a Thrull to put three time counters on target land. Remove a counter during upkeep, burying Gate when there it has no time counters. ⓒ: Tap land to give all your attacking creatures +2/-1 until end of turn.

Transmutation INS C ●●● ⓐⓑ LG, CH
Target creature's power and toughness are switched until end of turn.

Uncle Istvan SC U ●● ⓐⓑⓑⓑ DK,4th
All damage done to Uncle Istvan by creatures is reduced to zero. 1/3.

• **Underworld Dreams** EN U ●●●●● ⓑⓑⓑ LG
Do 1 damage to opponent for each card he draws.

Unholy Strength EC C ●●● ⓑ L,U,R,4th,5th
Target creature gains +2/-1.

Urborg Justice INS R ●●● ⓑⓑ WL
Target opponent buries a number of creatures he or she controls equal to the number of creatures put into graveyard from play so far this turn.

Urborg Mindsucker SC C ●● ⓑⓑ VS
ⓑ, Sacrifice Urborg Mindsucker: Target opponent discards a card at random. Play this ability as a sorcery. 2/2.

Urborg Panther SC C ●●● ⓑⓑ MG
ⓑ, Sacrifice Panther: Destroy target creature blocking Panther. Sacrifice Feral Shadow, Breathstealer, and Urborg Panther: Search your library for Spirit of the Night and put it into play as though it were just played. 2/2.

Urborg Stalker SC R ●●● ⓑⓑ WL
During each player's upkeep, if that player controls any non-land permanents that are not black, Stalker deals 1 damage to that player. 2/4.

Vampire Bats SC C ●● ⓑ LG,4th,5th
Flying. ⓑ: Give Bats +1/+0 until end of turn. Only ⓑⓑ may be spent this way per turn. 0/1.

Vampiric Tutor INS R ●●●● ⓑ VS
Pay 2 life. Search your library for any one card. Shuffle your library, then put that card on top of your library.

Vampirism EC U ●● ⓐⓑ VS
Enchanted creature gets +1/+1 for each other creature you control. All other creatures you control get -1/-1. Cantrip.

Veldrane of Sengir SL R ● ⓑⓑⓑ HL
ⓐⓑⓑ: Veldrane gets Forestwalk and -3/-0. 5/5

Wake of Vultures SC C ●● ⓑⓑ VS
Flying. ⓐ, ⓑ, Sacrifice a creature: Regenerate Wake of Vultures. 3/1.

Walking Dead SC C ●●● ⓐⓑ LG
ⓑ: Regenerate Walking Dead. 1/1.

Wall of Bone SC U ●● ⓒⓑ L,U,R,4th,5th
ⓑ: Regenerate Wall of Bone. 1/4.

Wall of Corpses SC C ●● ⓐⓑ MG
ⓑ, Sacrifice Wall: Destroy target creature blocked by Wall. 0/2.

Wall of Putrid Flesh SC U ●● ⓒⓑ LG
Protection from white. Damage done to Wall of Putrid Flesh by enchanted creatures is reduced to 0. 2/4

Wall of Shadows SC C ●● ⓐⓑⓑ LG, CH
Damage done to Wall by creatures it blocks is reduced to 0. Wall of Shadows may not be targeted by effects targeting only walls. 0/1.

Wall of Souls SC U ●●● ⓐⓑ SH
Whenever Wall of Souls is dealt combat damage, it deals an equal amount of damage to target opponent. 0/4.

Wall of Tombstones SC U ● ⓐⓑ LG
=the number of creatures in your graveyard. 0/1+.

Warp Artifact EA R ●● ⓑⓑ L,U,R,4th,5th
Do 1 damage to target artifact's controller during upkeep.

Wave of Terror EN R ●● ⓒⓑ WL
CU: ⓐ. At the end of your upkeep, bury each creature with casting cost equal to Wave of Terror's last paid cumulative upkeep.

Weakness EC C ●● ⓑ L,U,R,4th,5th
Target creature loses -2/-1.

Wicked Reward INS C ●● ⓐⓑ VS
Sacrifice a creature: Target creature gets +4/+2 until end of turn.

Will-O'-The-Wisp SC R ●●●● ⓑ L,U,R,4th
Flying. ⓑ: Regenerate Will-O'-The-Wisp. 0/1.

Withering Boon INT U ●●● ⓐⓑ MG
Pay 3 life: Counter target summon spell.

Withering Wisps EN U ●●● ⓐⓑⓑ IA
ⓑ: Do 1 damage to all creatures and players. You cannot spend more ⓑ than the number of snow-covered swamps you control. Destroy if there are no creatures in play at end of turn.

Word of Binding SOR C ●●● ⓡⓑⓑ DK,4th
Top X creatures.

Word of Command INS R ●● ⓑⓑ L,U
Play any card from opponent's hand using his available lands.

Worms of the Earth EN R ● ⓒⓑⓑⓑ DK
No new land may be put into play. During any upkeep, any player may destroy Worms by sacrificing 2 lands or 5 life.

Wretched, The SC R ●●● ⓑⓑⓑ LG,CH,5th
After combat, take control of all creatures blocking The Wretched. Lose control of such creatures if Wretched leaves play or your control. 2/5.

Xenic Poltergeist SC R ●●● ⓐⓑⓑ AQ,4th,5th
ⓒ: Turn target non-creature artifact into an artifact creature with both power and toughness equal to its casting cost and with its original abilities. This effect lasts until your next upkeep. 1/1.

Yawgmoth Demon SC R ●● ⓐⓑⓑ AQ, CH
Flying, first strike. During your upkeep, sacrifice one of your artifacts or Yawgmoth Demon taps and does 2 damage to you. 6/6.

Zombie Master SC R ●● ⓑⓑⓑ L,U,R,4th,5th
All zombies in play gain swampwalk and may regenerate for ⓑ. 2/3.

Zombie Mob SC U ●●● ⓑⓑⓑ MG
Comes into play with one +1/+1 counter for each summon card in your graveyard. Remove all of those cards from the game. 2/0.

Zombie Scavengers SC C ●●● ⓐⓑ WL
Remove top card in your graveyard from the game: Regenerate. 3/1.

BLUE

Abduction EC U ●● ⓒⓑⓑ WL
Untap enchanted creature. Gain control of enchanted creature. If creature is put into any graveyard, put that creature into play under its owner's control.

Abjure INS C ●● ⓑ WL
Sacrifice a blue permanent: Counter target spell.

Acid Rain SOR R ●●● ⓐⓑ LG
Destroy all forests in play.

Aether Storm EN U ●●● ⓐⓑ HL,5th
No summon spells may be cast. Anyone may pay 4 life to bury Storm.

Air Elemental SC U ●●● ⓒⓑⓑ L,U,R,4th,5th
Flying. 4/4.

Amnesia SOR U ●●●● ⓒⓑⓑⓑ DK
Look at target player's hand. Target discards all non-land cards.

Key

• Restricted
* Banned
• Banned in Type 1.5 only
- Banned in Extended only

ART Artifact
AC Artifact Creature
CR Current Rarity

CU Cumulative Upkeep
EA Enchant Artifact
EC Enchant Creature

EE Enchant Enchantment
EL Enchant Land
EN Enchantment

EW Enchant World
INS Instant
INT Interrupt

LAN Land
LL Legendary Land
MS Mana Source

SC Summon Creature
SL Summon Legend
SOR Sorcery

MAGIC The Gathering® players guide

Name	Kind	CR	Rating	Cost	Sets Found
Description					

Ancestral Knowledge EN R ●●●● 1● WL
CU: 1. When Ancestral Knowledge comes into play, look at the top ten cards of your library, then remove any number of them from the game and put the rest back on top of your library in any order. If Ancestral Knowledge leaves play, shuffle your library.

Ancestral Memories SOR R ●●● 2●●● MG
Look at the top seven cards of your library. Put two of those cards into your hand and the rest into your graveyard.

• **Ancestral Recall** INS R ●●●●● ● L,U
Target player draws three cards.

Animate Artifact EA U ●● 3● L,U,R,4th
Target non-creature artifact becomes an artifact creature with power and toughness equaling its casting cost; target retains original abilities.

Anti-Magic Aura EC C ●●● 2● LG,5th
Destroy all enchantments on target creature. Enchant creature cannot be targeted by any other instants, sorceries, or enchantments.

Apathy EC C ●●● ● WL
Enchanted creature does not untap during its controller's untap phase. During the upkeep of enchanted creature's controller, that player may discard a card at random to untap that creature.

Apprentice Wizard SC C ●● 1●● DK,4th
●, ●: Add 3 to your mana pool. 0/1.

Arcane Denial INT C ●●●● 1● AI
Counter target spell. That spell's caster may draw up to two cards at the beginning of the next turn. Cantrip.

Argivian Restoration SOR U ●● 3●● WL
Put target artifact card from your graveyard into play.

Arnjlot's Ascent EN C ●● 1●● IA
CU: ●, 3: Target creature gains flying until end of turn.

Avizoa SC R ●● 3● WL
Flying. Skip your next untap phase: Avizoa gets +2/+2 until end of turn. Use this ability only once each turn. 2/2.

Awesome Presence EC C ●● ● AI
Enchanted creature can't be blocked unless defending player pays an additional 3 for each creature assigned to block it.

Azimaet Drake SC C ●● 2● MG
Flying. ●: +1/+0 until end of turn. You cannot spend more than ● in this way each turn. 1/3.

Azure Drake SC U ●●● 3● LG,CH,5th
Flying. 2/4.

Backfire EC U ●● ● LG,4th
For each point of damage done you take from target creature, Backfire does a point of damage to creature's controller.

Baki's Curse SOR R • 2●● HL
Do 2 damage to each creature for each enchantment on that creature.

Balduvian Conjurer SC U ●● 1● IA
●: Turn a snow-covered land into a 2/2 creature until end of turn. 0/2.

Balduvian Shaman SC C ●● 1● IA
●: Change the text of a white enchantment you control that doesn't have a cumulative upkeep by switching one color word with another. That enchantment now has CU: 1. 1/1.

Bay Falcon SC C ●●● 1● MG
Flying. Attacking does not cause Bay Falcon to tap. 1/1.

Bazaar of Wonders EW R ●●● 3●● MG
Remove all graveyards from the game. Whenever a spell is played, counter it if a card with the same name is in play or in any graveyard.

Benthic Behemoth SC R ●●● 5●●● TM
Islandwalk. 7/6.

Benthic Explorers SC C ●●● 3● AI
●: Untap target tapped land an opponent controls to add one mana of any type that land produces to your mana pool. 2/4.

Betrayal EC C ●● ● VS
Play only on a creature an opponent controls. If enchanted creature becomes tapped, draw a card.

Binding Grasp EC U ●●● 3● IA,5th
Pay 1●● during upkeep or bury Binding Grasp. Gain control of target creature, which gains +0/+1.

Blue Elemental Blast INT C ●●●● ● L,U,R,4th
Counter a red spell being cast or destroy a red card in play.

Boomerang INS C ●●● ●● LG,CH,MG,5th
Return target permanent to owner's hand.

• **Braingeyser** SOR R ●●●● 5●● L,U,R
Target player must draw X cards.

Brainstorm INS C ●●● ● IA,5th
Draw three cards, then put any two cards from your hand on top of your library in any order.

Breath of Dreams EN U ●● 2●● IA
CU: ●. Green creatures require an additional CU: ●.

Breezekeeper SC C ●●● 3●● VS
Flying, phasing. 4/4.

Brine Hag SC U • 2●● LG
If Brine Hag goes to the graveyard, all creatures that dealt damage to Hag that turn become 0/2 permanently. 2/2.

Browse EN U ●●● 2●● AI
2●●: Look at the top five cards of your library and put one of them into your hand. Remove the remaining four from the game.

Capsize INS C ●●●● 1●● TM
Buyback 5. Return target permanent to owner's hand.

Cerulean Wyvern SC U ●●● 4● MG
Flying, protection from green. 3/3.

Chain Stasis INS R ●● ● HL
Tap or untap target creature. Controller of target creature may pay 2● to have Chain Stasis tap or untap another target creature.

Chill EN U ●●● 2● TM
Red spells cost an additional 2 to play.

Chronatog SC R ●●● 1● VS
Skip your next turn: Chronatog gets +3/+3 until end of turn. Use this ability only once each turn. 1/2.

Clairvoyance INS C ●● ● IA
Look at target player's hand. Draw a card at beginning of next turn.

Cloak of Invisibility EC C ●●● ● MG
Enchanted creature gains phasing and can only be blocked by Walls.

Clone SC U ●●●● 3● L,U,R
Clone acquires all characteristics, including color, of target creature. */*.

Cloud Djinn SC U ●● 5● WL
Flying. Cloud Djinn can block only creatures with flying. 5/4.

Cloud Elemental SC C ●● 2●● VS
Flying. Cloud Elemental can block only creatures with flying. 2/3.

Cloud Spirit SC C ●● 2● SH
Flying. Cloud Spirit can block only creatures with flying. 3/1.

Contempt EC C ●● 1●● SH
If enchanted creature attacks, return that creature and Contempt to owner's hand at end of combat.

Control Magic EC U ●●●● 3●● L,U,R,4th
Gain control of target creature as long as Control Magic remains on creature.

• **Copy Artifact** EN R ●●●●● 1●● L,U,R
Duplicate any artifact in play. Treat as both an enchantment and an artifact.

Coral Fighters SC U ●● 1●● MG
If Fighters attacks and is not blocked, look at top card of defender's library. You may put that card on the bottom of the library. 1/1.

Coral Reef EN C ●● ●● HL
Put 4 polyp counters on Reef. : Sacrifice an island for 2 polyps. : Place a +0/+1 counter on a blue creature you control. Remove 1 polyp.

Counterspell INT C ●●●●● ●● L,U,R,4TH,IA,5th,TM
Counter target spell as it is being cast.

Creature Bond EC C ●● 1●● L,U,R,4th
If target creature goes to the graveyard, do damage equaling creature's toughness to creature's controller.

Dance of Many EN R ●●● ●● DK,CH,5th
Put a token creature in play and treat it as a duplicate of target creature. If either the token or Dance of Many leaves play, both must be destroyed. Pay ●● during upkeep or destroy Dance of Many.

Dandan SC C ●● ●● AN,CH,5th
Islandhome. 4/1.

Daring Apprentice SC R ●●● 1●● MG
●, Sacrifice Daring Apprentice. Counter target spell. 1/1.

Dark Maze SC C ●● 4●● HL,5th
: Can attack this turn. At the end of turn, remove Maze from the game. Dark Maze cannot attack the turn it comes under your control.

Deep Spawn SC U ●● 5●●● FE
Trample. Take top 2 cards from your library and put them in your graveyard during upkeep or destroy Spawn. : Spawn may not be target of spells or effects until end of turn. Top Spawn if it was untapped. Does not untap as normal during your next untap. 6/6.

Deep Water EN C • 1●● DK
: All mana-producing lands under your control produce ● until end of turn instead of their usual mana.

Deflection INT R ●●●● 2● IA,5th
Target spell with one target now targets a legal target of your choice.

Desertion INT R ●●●● 3●● VS
Counter target spell. If that spell is an artifact or summon spell, put that card into play under your control as though it were just played.

Devouring Deep SC C ●● 2● LG
Islandwalk. 1/2.

Diminishing Returns SOR U ●●●● 2●● AI
Each player shuffles his hand and graveyard into his library. You remove the top 10 cards of your library from game. Each player draws up to 7 cards.

Dismiss INT U ●●●● 2●● TM
Counter target spell. Draw a card.

Disrupt INS C ●● ● WL
Counter target instant, interrupt, or sorcery spell unless its caster pays an additional 1. Draw a card.

Dissipate INT U ●●●● 1●● MG
Counter target spell. Remove that card from the game.

Drafna's Restoration SOR C ●● ● AQ
Take as many artifacts as you like from target player's graveyard and place them on top of his library in any order.

Drain Power SOR R ●●● ●● L,U,R,4th,5th
Tap opponent's lands for mana and draw all mana in his pool into yours.

Dream Cache SOR C ●●● 2● MG,TM
Draw three cards. Choose two cards from your hand and put both on either the top or the bottom of your library.

Dream Coat EC U ●● ● LG
During your upkeep you may change target creature's color.

Dream Fighter SC C ●●● 3● MG
Whenever Dream Fighter blocks or is blocked by a creature, Dream Fighter and that creature phase out. 1/1.

Dream Halls EN R ●● 3●● SH
Instead of paying the casting cost for a spell of any color, its caster may choose and discard a card that shares at least one color with that spell. If the spell has X in its casting cost, X is 0.

Dream Prowler SC C ●●● 2●● SH
Dream Prowler is unblockable as long as no other creatures are attacking. 1/5.

Dream Tides EN U ●● 2●● VS
Creatures do not untap during their controllers' untap phase. Each nongreen creature's controller may pay an additional 2 during his or her upkeep to untap that creature.

Dreams of the Dead EN U ●● 3● IA
1●: Put a white or black creature from your graveyard into play. That creature now has CU: 3. If creature leaves play, remove it from game.

Drowned SC C ●● 1● DK
: Regenerates. 1/1.

Duplicity EN R ●● 3●● TM
When Duplicity comes into play, put the top five cards of your library face down on Duplicity. During your upkeep, you may exchange all the cards in your hand for the cards on Duplicity. At the end of your turn, discard a card. If you lose control of Duplicity, put all cards on it into owner's graveyard.

Elder Spawn SC R • 5●●● LG
Cannot be blocked by red creatures. Sacrifice an island during upkeep or bury Elder Spawn and lose 6 life. 6/6.

Electric Eel SC U ●● ● DK
●●: +2/+0 and Eel does 1 damage to you. 1/1.

Enchantment Alteration INS U ●●● ● LG, CH
Switch target enchantment from a creature to another or from a land to another. The enchantment's controller does not change.

Energy Flux EN U ●●● 2●● AQ,R,4th,5th
Each artifact requires ● during upkeep or it must be destroyed.

Energy Tap SOR C ●● ● LG,4th
Tap target untapped creature you control. Add colorless mana equal to target creature's casting cost to your mana pool.

Energy Vortex EN R ●● 3●● MG
At the beginning of your upkeep, remove all counters from Vortex. During target opponent's upkeep, he pays 1 for each counter on Vortex, or he takes a grand total of 3 damage. : Put X counters on Vortex. Use this ability only during your upkeep.

Enervate INS C ●● 1● IA,5th
Tap target creature, land, or artifact. Cantrip.

Erosion EL C ●● ●●● DK,4th
Destroy target land unless controller pays ● or pays 1 life during upkeep.

Errant Minion EC C ●● 2● IA
During target creature's controller's upkeep, Errant Minion deals 2 damage to him. He may pay ● for each damage he wishes to prevent.

Ertai's Familiar SC R ●● 1●● WL
Phasing. If Ertai's Familiar leaves play, place the top 3 cards of your library into your graveyard. ● : Ertai's Familiar cannot phase out until the beginning of your next upkeep. 2/2.

Ertai's Meddling INT R ●●●● X● TM
When target spell is successfully cast, put X delay counters on it. X cannot be 0. During each upkeep of that spell's caster, remove a delay counter from the spell. If the spell has no delay counters on it, it resolves.

Escaped Shapeshifter SC R ●●● 3●● TM
As long as your opponent controls any creatures with flying, Escaped Shapeshifter gains flying. The same is true for first strike, trample, and protection from any color. 3/4.

Essence Flare EC C ●●● ● IA
Target creature gets +2/+0. Put a -0/-1 counter on the creature during each of its controller's upkeeps.

Ether Well INS U ●●● 3● MG
Put target creature on top of owner's library. If that creature is red, you may choose to put it on the bottom of owner's library instead.

Evacuation INS R ●●● 3●● SH
Return all creatures to owners' hands.

False Demise EC U ●●● 2● AI
If enchanted creature is put into the graveyard, return that creature to play under your control as though it were just cast.

Feedback EE U ●● 2● L,U,R,4th,5th
Do 1 damage to controller of target enchantment during upkeep.

KILLER COMBOS





Recycle and Fool's Tome: Only a fool would let his hand size drop to zero with a Recycle in play. Fortunately, there's an artifact for just such a person. Should you get hammered by discard spells while relying on a Recycle to keep the cards coming, Fool's Tome lets you get back on your feet. Now, if they could just come up with something for those fools who think the Ornithopter is a good card...

Field of Dreams EW R ●●● ● LG
The top card in every library must always be face up.
Fighting Drake SC U ●● 2●● TM
Flying. 2/4.
Fishliver Oil EC C ●● 1● AN, CH
Give target creature islandwalk.
Flash INS R ●●● 1● MG
Put a creature from your hand into play. Pay the creature's casting cost reduced by up to 3●. If you cannot, bury the creature.
Flash Counter INT C ●●● 1● LG
Counter target interrupt or instant spell.
Flash Flood INS C ● ● LG, CH
Destroy target red permanent or return target mountain to owner's hand.
Flight EC C ●●● ● L,U,R,4th,5th
Target creature now has flying.
Flood EN C ●●● ● DK,4th,5th
●●: Tap target non-flying creature.
Flooded Shoreline EN R ●● ●● VS
●●: Return two islands you control to owner's hand: Return target creature to owner's hand.
Floodgate SC U ●●● 3● MG
If Floodgate gains flying, bury it. If it leaves play, it deals to each non-blue, non-flying creature 1 damage for each 2 islands you have. 0/5.
Flux SOR C ●●● 2●● WL
Each player chooses and discards any number of cards, then draws that many cards. Draw a card.
Flying Men SC C ●●● ● AN
Flying. 1/1.
Fog Elemental SC C ●●● 2●● WL
Flying. If Elemental attacks or blocks, bury it at end of combat. 4/4.
Force of Will INT U ●●●●● 3●● AI
You may pay one life and remove a blue card in your hand from game instead of paying Force of Will's casting cost. Counter target spell.
Force Spike INT C ●● ● LG,5th
Counter target spell unless its caster spends 1●. Counter target spell unless its caster spends 1●.
Force Void INT U ● 2●● IA
Counter target spell unless its caster spends 1●. Contrip.
Foreshadow INS U ●● 1● VS
Name a card. Put the top card from target opponent's library into his or her graveyard. If that card is the one named, draw the card. Draw a card at the beginning of the next turn's upkeep.
Foresight SOR C ● 1●● AI
Search your library for any three cards and remove them from the game. Draw a card at the beginning of the next turn's upkeep.
Forget SOR R ●● 2●● HL,5th
Target player discards two cards and then draws two cards.
Fylamarid SC U ●●● 3●● TM
Flying. Fylamarid cannot be blocked by blue creatures. ●: Target creature is blue until end of turn. 1/3.
Gaseous Form EC C ●● 2● LG,4th,5th,TM
Target creature neither deals nor receives damage in combat.
Ghost Ship SC U ●●● 2●● DK,4th
Flying. ●●●: Regenerates. 2/4
Giant Albatross SC C ●● 1● HL
Flying. 1●: Bury all creatures that damaged Albatross this turn. The controller of any of those creatures may pay 2 life to prevent that creature from being buried. Use only when Albatross dies. 1/1.
Giant Crab SC C ●● 4● TM
●: Until end of turn, Crab cannot be the target of spells or abilities. 3/3.
Giant Oyster SC U ●●● 2●● HL
You may leave Oyster tapped. ◈: Target tapped creature doesn't untap as normal as long as Oyster is tapped. During upkeep, place a -1/-1 counter on creature. If Oyster leaves play, all counters are discarded. 0/3.
Giant Shark SC C ● 3● DK
Islandhome. When Shark blocks or is blocked by a creature that has been damaged this turn, Shark gets +2/+0 and trample until end of turn. 4/4.
Giant Tortoise SC C ●● 1● AN,4th
+0/+3 while untapped. 1/1.
Glacial Wall SC U ●● 2●● IA,5th
0/7.
Gliding Licid SC U ●● 2●● SH
●, ◈: Gliding Licid loses this ability and becomes a creature enchantment that reads "Enchanted creature gains flying" instead of a creature. Move Gliding Licid onto target creature. You may pay ● to end this effect. 2/2.
Glyph of Delusion INS C ● ● LG
Put X counters on target creature blocked by a wall, where X is the power of the creature. Creature does not untap as normal while it has any counters on it. Remove a counter during its controller's upkeep.
Hakim, Loreweaver SL R ●●● 3●● MG
Flying. ●●: Put target creature enchantment from your graveyard on Hakim. Use only during your upkeep and only if there are no enchantments on Hakim. ●●, ◈: Destroy all enchantments on Hakim. 2/4.
Hammerhead Shark SC C ●● 1●● SH
Shark cannot attack unless defending player controls any islands. 2/3
Harmattan Efreet SC U ●●● 2●● MG
Flying. 1●●: Target creature gains flying until end of turn. 2/2.
Hesitation EN U ●●●● 1●● SH
If any spell is played, counter that spell and sacrifice Hesitation.
High Tide INS C ● ● FE
All islands produce another ● until end of turn.
Homarid SC C ● 2●● FE
Put a counter on Homarid when it comes into play and during upkeep. Homarid gets -1/-1 if it has 1 counter and +1/+1 if it has 3 counters. Remove all counters when there are 4 counters on Homarid. 2/2.
Homarid Shaman SC R ●●● 2●● FE
●: Tap target green creature. 2/1.
Homarid Spawning Bed EN U ●●● ●● FE
1●●: Sacrifice a blue creature to put X Comarids, 1/1 blue creatures, in play, where X is the casting cost of the sacrificed creature.
Homarid Warrior SC C ●● 4●● FE,5th
●: Warrior may not be the target of spells or effects until end of turn. Tap Warrior. It does not untap as normal during your next untap. 3/3.
Horned Turtle SC C ●● 2●● TM
1/4.
Hurkyl's Recall INS R ●●● 3●● AQ,R,4th,5th
Return all artifacts in play controlled by target player to owner's hand.

Hydroblast INT C ●●●● ● IA,5th
Counter a spell being cast or destroy a red permanent if it's red.
Iceberg EN U ●● ∞●● IA
Put X counters on Iceberg when it comes into play. 3●: Put a counter on Iceberg. 1●: Remove a counter to add 1 to your mana pool.
Icy Prison EN R ●● ●● IA
Place target creature out of play. During your upkeep, destroy Icy Prison. Any player may pay 3● to prevent this.
Illusionary Forces SC C ●● 3●● IA
Flying. CU: ● 4/4.
Illusionary Presence SC R ●● 1●● IA
CU: ●. During your upkeep, Illusionary Presence gets the landwalk ability of your choice until next turn. 2/2
Illusionary Terrain EN U ●●● ●● IA
CU: 2●. All basic lands of one type are changed to basic lands of a different type of your choice.
Illusionary Wall SC C ●● 4●● IA
Flying, first strike. CU: ●. 7/4.
Illusions of Grandeur EN R ●● 3●● IA
CU: 2●. Gain 20 life when Illusions of Grandeur comes into play. If Illusions of Grandeur leaves play, you must sacrifice 20 life.
Impulse INS C ●●●● 1● VS
Look at the top four cards of your library. Put one of them into your hand and the rest on the bottom of your library.
In the Eye of Chaos EW R ● 2● LG
Counter all instants and interrupts unless caster pays an extra ∞, where X is the cost of the spell being cast.
Infuse INS C ● 2●● IA
Untap target artifact, creature or land. Contrip.
Insight EN U ●●● 2●● TM
Whenever target opponent successfully casts a green spell, draw a card.
Inspiration INS C ●● 3●● VS
Target player draws two cards.
Interdict INT U ●●● 1●● TM
Counter target artifact, creature, enchantment, or land ability requiring an activation cost. Abilities of that permanent cannot be played again this turn. Draw a card.
Intuition INS R ●●●● 2●● TM
Search your library for any three cards and reveal them to target opponent. He or she chooses one. Put that card into your hand and the rest into your graveyard. Shuffle your library afterwards.
Intruder Alarm EN R ●●● 2●● SH
Creatures do not untap during their controllers' untap phases. Whenever any creature comes into play, untap all creatures.
Invisibility EC C ●●● ●● L,U
Target creature may only be blocked by walls.
Invoke Prejudice EN R ●●● ●●●● LG
Counter on opponent's summon spell of a color different from one of your creatures unless he pays an extra ∞, where X is the cost of the spell



Comparing Sorceress Queen to Necropotence would be a mistake. We know Necro's more powerful, but that doesn't mean the Queen doesn't deserve to be a four-star. One of the top combo cards, the *Arabian* babe can wreak havoc on your opponent's creatures or even protect your own one-toughness weenies.

Island Fish Jasconius SC R ●● 5●●● AN,R,4th
Islandhome. Pay ●●● during upkeep to untap. 6/8.
Jinx INS C ●● 1● HL
Target land becomes basic land of your choice until end of turn. Contrip.
Jolt INS C ●● 2●● MG
Tap or untap target artifact, creature or land. Contrip.
Jump INS C ● ● L,U,R,4th
Target creature has flying until end of turn.
Juxtapose SOR R ●●● 3●● LG,CH,5th
Caster and target player each choose their highest-casting-cost creature and exchange control of them, then do the same for artifacts.

Knight of the Mists SC C ●●● 2●● VS
Flanking. When Knight comes into play, pay ● or bury target Knight. 2/2.
Krovikan Sorcerer SC C ●●● 2●● IA,5th
◈: Discard a card from your hand and draw a card. If you discarded a black card, draw 2 cards, keeping one and discarding the other. 1/1.
Kukemssa Pirates SC R ●●● 3●● MG
If Pirates are not blocked, you may have them do no damage this turn and gain control of target artifact the defending player controls. 2/2.
Kukemssa Serpent SC C ●●● 3●● MG
Islandhome. ●: Sacrifice an island: Target land an opponent controls is an island until end of turn. 4/3.
Labyrinth Minotaur SC C ●● 3●● HL,5th
Creatures blocked by Labyrinth Minotaur do not untap as normal during their controller's next untap phase. 1/4.
Land Equilibrium EN R ●●●● 2●●● LG
If opponent has at least as much land in play as you, he must sacrifice a land for each new one he puts into play.
Lat-Nam's Legacy INS C ●● 1●● AI
Choose a card from your hand and shuffle that card into your library to draw two cards at beginning of the next turn's upkeep.
Leap INS C ●● ● SH
Target creature gains flying until end of turn. Draw a card.
Legacy's Allure EN U ●●● ●● TM
During your upkeep, you may put a treasure counter on Legacy's Allure. Sacrifice Legacy's Allure: Permanently gain control of target creature with power no greater than the number of treasure counters on Legacy's Allure.
Legerdemain SOR U ●●● 2●● TM
Permanently exchange control of target artifact or creature for control of target permanent of the same type.
Leviathan SC R ●● 5●●●●● DK,4th,5th
Trample. Enters play tapped. Sacrifice two islands during upkeep to untap Leviathan. Sacrifice two islands to attack. 10/10.
Library of Lat-Nam SOR R ●●●● 4●● AI
Opponent chooses: You draw three cards at the beginning of the next turn's upkeep or you search your library for a card.
Lifetap EN U ●●● ●● L,U,R,4th,5th
Gain 1 life whenever opponent taps a forest.
Lord of Atlantis SC R ●● ●● L,U,R,4th,5th
All Merfolk in play gain islandwalk and +1/+1. 2/2.
Magical Hack INT R ●● ● L,U,R,4th,5th
Change the text of a card being played or in play by switching one basic land type with another.
Magus of the Unseen SC R ●●●● 1●● IA,5th
2●, ◈: Untap one of opponent's artifacts and gain control of it until end of turn. If it is an artifact creature, it is unaffected by summoning sickness. Artifact returns to its owner tapped at end of turn. 1/1.
Mahamati Djinn SC R ●●●● 4●● L,U,R,4th
Flying. 5/6.
Man-o'-War SC C ●●●● 2●● VS
When Man-o'-War comes into play, return target creature to owner's hand. 2/2.
Mana Chains EC C ●●● ● WL
Enchanted creature gains "Cumulative upkeep: 1●."
Mana Drain INT U ●●●●● ●● LG
Counter target spell. At the beginning of your next main phase, add to your mana pool colorless mana equal to casting cost of spell.
Mana Leak INT C ●●●● 1●● SH
Counter target spell unless its caster pays an additional 3●.
Mana Severance SOR R ●●● 1●● TM
Search your library for any number of land cards and remove them from the game. Shuffle your library afterwards.
Mana Short INS R ●●● 2●● L,U,R,4th
All opponent's lands are tapped; opponent's mana pool is emptied. Opponent is not damaged by unspent mana.
Mana Vortex EN R ●● 1●●● DK
Sacrifice a land when casting Vortex. All players must sacrifice a land during upkeep. Vortex is destroyed when there are no lands in play.
Manta Ray SC C ●● 1●●● WL
Islandhome. Cannot be blocked except by blue creatures. 3/3.
Manta Riders SC C ●● ● TM
●: Manta Riders gains flying until end of turn. 1/1.
Marjhan SC R ●● 5●●● HL
Islandhome. Does not untap as normal. ●●: Sacrifice a creature to untap Marjhan. Use only during your upkeep. ●●: -1/-0 until the end of turn. Do 1 damage to target attacking creature without flying. 8/8.
Mask of the Mimic INS U ●●● ● SH
Sacrifice a creature. Search your library for any copy of target creature card and put it into play. Shuffle your library afterwards.
Mawcor SC R ●●● 3●●● TM
Flying. ◈: Mawcor deals 1 damage to target creature or player. 3/3.
Meddle INT U ●●● 1●● MG
Target spell, which targets a single creature, targets another creature of your choice instead. The new target must be legal.
Meditate INS R ●●●● 2●● TM
Skip your next turn: Draw four cards.
Memory Lapse INT C ●●● 1●● HL,MG,5th
Counter target spell. Put that spell on top of its owner's library.
Merchant Scroll SOR C ●●● 1●● HL
Search your library for a blue instant or interrupt and add it to your hand.
Merchant Ship SC R ●● ● AN
Islandhome. Gain two life if Merchant Ship attacks and is not blocked. 0/2.
Merfolk Assassin SC U ●●● ●● DK
◈: Destroy target creature that has islandwalk. 1/2.
Merfolk of the Pearl Trident SC C ● ● L,U,R,4th,5th
1/1.
Merfolk Raiders SC C ●●● 1●● MG
Phasing, islandwalk. 2/3.
Merfolk Seer SC C ●● 2●● MG
1●: Draw a card. Use this ability only when Merfolk Seer is put into the graveyard from play and only once. 2/2.
Merfolk Traders SC C ●●● 4●● WL
When Merfolk Traders comes into play, draw a card, then choose and discard a card. 1/2.
Merseine EC C ●● 2●●● FE
Put 3 net counters on Merseine when it is cast. Target creature does not untap as normal if any counters remain. Creature's controller may pay casting cost of target creature to remove a counter.

key
• Restricted • Banned • Banned in Type 1.5 only • Banned in Extended only
ART Artifact AC Artifact Creature CR Current Rarity CU Cumulative Upkeep EA Enchant Artifact EC Enchant Creature EE Enchant Enchantment EL Enchant Land EN Enchantment EW Enchant World INS Instant INT Interrupt LAN Land LL Legendary Land MS Mana Source SC Summon Creature SL Summon Legend SOR Sorcery

MAGIC The Gathering®
players guide

Name	Kind	CR	Rating	Cost	Sets Found
Description					

Mesmeric Trance EN R ●● 2🔵🔵 IA
CU: 1, 🔵: Discard a card from your hand to draw a card
Mind Bend INS U ●●●● 1🔵 MG
Change the text of target permanent by replacing all instances of one color word or basic land type with another.
Mind Bomb SOR U ●● · 1🔵 DK,4th,5th
Do 3 damage to each player. Players may discard up to 3 cards. Each discarded card prevents 1 damage from Mind Bomb to that player.
Mind Games INS C ●● 1🔵 SH
Buyback 2🔵. Tap target artifact, creature, or land.
Mind Harness EC U ●●● 1🔵 MG
CU 1🔵. Gain control of target red or green creature.
Mistfolk SC C ●● 1🔵🔵 IA
1🔵: Counter any spell that targets Mistfolk. 1/2.
Mist Dragon SC R ●●● 3🔵🔵 MG
0🔵: Flying. 0🔵: Loses Flying. 3🔵🔵: Mist Dragon phases out. 4/4.
Mnemonic Sliver SC U ●●● 2🔵 TM
Each Sliver gains "0🔵, Sacrifice this creature: Draw a card." 2/2.
Musician SC R ●● 2🔵 IA
CU: 1🔵. 0🔵: Put a counter on target creature. During its controller's upkeep, he pays 1 for each counter or the creature is destroyed. 1/1.
Mystical Tutor INS U ●●●● 1🔵 MG
Search your library for an instant, interrupt, mana source, or sorcery and reveal that card to all players. Put the card back on top of your library.
Mystic Decree EW R ●●● 2🔵🔵 HL
All creatures lose flying and islandwalk.
Mystic Might EL R ● 1🔵 IA
CU: 1🔵. 0🔵: Top land to give a creature +2/+2 until end of turn.
Mystic Remora EN C ●●● 1🔵 IA
CU: 1 You may draw a card whenever target opponent successfully casts a non-creature spell. Opponent may pay 4 to counter this effect.
Mystic Veil EC C ●●● 1🔵 VS
You may pay Mystic Veil as an instant; if you do, buy it at end of turn. Enchanted creature cannot be the target of spells or effects
Narwhal SC R ●● 2🔵🔵 HL
First strike, Protection from red 2/2.
Noble Benefactor SC U ●●● 2🔵 WL
If Benefactor is put into any graveyard from play, each player may search his or her library for one card and put that card into his or her hand. 2/2.
Old Man of the Sea SC R ●●● 1🔵🔵 AN
2🔵: Gain control of creature with power less than or equal to the Old Man's power. You may choose not to untap Old Man during your untap phase. You lose control of target creature if Old Man becomes untapped or if its power becomes greater than the Old Man's power. 2/3.
Ophidian SC U ●●●● 2🔵 WL
0🔵: Draw a card. Ophidian deals no combat damage this turn. Use this ability only if Ophidian is attacking and only once each turn. 1/3.
Ovinomancer SC U ●● 2🔵 VS
When Ovinomancer comes into play, return three basic lands you control to owner's hand or bury Ovinomancer. 2🔵, Return Ovinomancer to owner's hand: Bury target creature and put a Sheep token into play under the control of the creature's controller. Treat this token as a 0/1 green creature. 0/1.
Paradigm Shift SOR R ●● 3🔵 WL
Remove all cards in your library from the game. Shuffle your graveyard into your library.
Part Water SOR U ●● X🔵🔵 LG
Give X target creatures islandwalk until end of turn.
Pendrell Mists EN R ●●● 2🔵 WL
Each creature gains "During your upkeep, pay 1 or bury this creature."
Phantasmal Forces SC U ●● 3🔵 L,U,R,4th,5th
Flying. Pay 4 during upkeep or Phantasmal Forces is destroyed. 4/1.
Phantasmal Mount SC U ●●● 1🔵 IA
Flying. 2🔵: Target creature you control, which has toughness less than 3, gains flying and gets +1/+1 until end of turn. If either creature leaves play before end of turn, bury the other. 1/1.
Phantasmal Sphere SC C ●● 1🔵 AI
Flying. At the beginning of your upkeep, put a +1/+1 counter on Sphere. During your upkeep, pay 1 for each counter or bury Sphere. If Sphere leaves play, put an Orb token into play under opponent's control. Treat token as a */* blue flying creature, where * is the number counters on Sphere. 0/1.
Phantasmal Terrain EL C ●●● 1🔵 L,U,R,4th,5th
Target land switches to any basic land type chosen by caster.
Phantom Monster SC U ●●● 2🔵 L,U,R,4th,5th
Flying. 3/3.
Phantom Warrior SC U ●●●● 1🔵🔵 WL
Phantom Warrior is unblockable. 2/2.
Phantom Wings EC C ●●● 1🔵 WL
Enchanted creature gains flying. Sacrifice Phantom Wings: Return enchanted creature to owner's hand.
Pirate Ship SC R ●●● 4🔵 L,U,R,4th,5th
Islandhome 2🔵: Do 1 damage to any target. 4/3.
Polar Kraken SC R ●●● 8🔵🔵🔵 IA
Trample. CU: Sacrifice a land. Comes into play tapped. 11/11.
Political Trickery SOR R ●●●● 2🔵 MG
Exchange control of one of your lands for one of opponent's lands
Polymorph SOR R ●●● 3🔵 MG
Bury target creature. That creature's controller reveals cards from the top of his or her library until a creature card is revealed and then puts that creature into play under his or her control as though it were just played. The player shuffles all other revealed cards into his or her library.
Portent SOR C ●●● 1🔵 IA,5th
You may look at the top three cards of one player's library. Either shuffle that library or put the cards back on top in any order. Contrip.
Power Artifact EA U ●● 1🔵🔵 AQ
Reduce the activation cost of a target artifact by 2 to a minimum of 1.
Power Leak EE C ● 1🔵 L,U,R,4th
Enchantment's controller must pay 2 during upkeep or Power Leak does 1 damage to him for each unpaid mana.
Power Sink INT C ●●●● 2🔵 L,U,R,4TH,IA,MG,5th,TM
Counter target spell unless its caster spends X. Spell's caster must spend all mana from lands and mana pool until X is met.
Precognition EN R ●●● 3🔵 TM
During your upkeep, you may look at the top card of target opponent's library. You may then put that card on the bottom of his or her library.
Prismatic Lace INS R ●●● 1🔵 MG
Target permanent becomes the color(s) of your choice.
Prodigal Sorcerer SC C ●●● 2🔵 L,U,R,4th,5th
1🔵: Prodigal Sorcerer deals 1 damage to target creature or player. 1/1.
Propaganda EN U ●●● 2🔵 TM
Each turn, each creature cannot attack unless its controller pays an additional 2 for that creature.
Prosperity SOR U ●●● X🔵 VS
Each player draws X cards.
Psionic Blast INS U ●●●● 2🔵 L,U
Do 4 damage to any target and 2 damage to you.
Psionic Entity SC R ●● 4🔵 LG,4th
1🔵: Do 2 damage to any target and 3 damage to itself. 2/2.
Psychic Allergy EN R ●● 3🔵🔵 DK
Choose a color when cast. Do 1 damage for each card of this color on opponent controls during his upkeep. Sacrifice two islands during your upkeep or destroy Psychic Allergy.
Psychic Purge SOR C ●● 1🔵 LG
Do 1 damage to any target. If opponent causes you to discard Psychic Purge, opponent loses 5 life.
Psychic Transfer SOR R ●● 3🔵 MG
Compare your life total with target player. If the difference is 5 or less and you have at least 1 life, exchange life totals with that player.
Psychic Venom EL C ●● 1🔵 L,U,R,4th,5th
Do 2 damage to target land's controller whenever the land is tapped.
Psychic Vortex EN R ●●● 2🔵🔵 WL
CU: Draw a card. At the end of each of your turns, sacrifice a land and discard your hand.
Reverberation INS R ●● 3🔵🔵 LG
Redirect damage from a sorcery to its caster.
Ripple INS C ● 1🔵 DK
Tap all blue creatures.
River Merfolk SC R ●●● 2🔵 FE
1🔵: Give River Merfolk mountainwalk until end of turn. 2/1.
Rootwater Diver SC U ●● 1🔵 TM
0🔵, Sacrifice Rootwater Diver: Return target artifact card from your graveyard to your hand. 1/1.
Rootwater Hunter SC C ●●● 2🔵 TM
1🔵: Rootwater Hunter deals 1 damage to target creature or player. 1/1.
Rootwater Matriarch SC R ●●● 2🔵🔵 TM
1🔵: Gain control of target creature as long as that creature has any enchantments on it. 2/3.
Rootwater Shaman SC R ●●● 2🔵 TM
You may play creature enchantments whenever you could play an instant. 2/2.
Sage of Lat-Nam SC C ●● 1🔵 AQ
0🔵, Sacrifice an artifact: Draw a card. 1/1.
Sage Owl SC C ●●● 1🔵 WL
Flying. When Sage Owl comes into play, look at the top four cards of your library and put them back in any order. 1/1.
Sandbar Crocodile SC C ●●● 1🔵 MG
Phasing. 6/5.
Sapphire Charm INS C ●●● 1🔵 MG
Choose one—Target player draws a card at the beginning of the next turn's upkeep; or target creature an opponent controls phases out; or target creature gains flying until end of turn.
Sea King's Blessing INS U ● 1🔵 LG
Change color of any number of target creatures to blue until end of turn.
Sea Monster SC C ●● 4🔵🔵 TM
Monster cannot attack unless defending player controls any islands. 6/6.
Sea Scryer SC C ●● 1🔵 MG
1🔵: Add 1 to your mana pool. 1, 1🔵: Add 🔵 to your mana pool. 1/1.

KILLER COMBOS





Well of Knowledge and Winter Orb: The Well of Knowledge is a great source of cards. The problem is, the Well never dries up for you or your opponent. To keep your foe in check, ice things up with a Winter Orb. A few elves and other mana-critters working overtime should let you keep the knowledge flowing.

Puppet Master EC U ●● 1🔵🔵 LG, CH
If creature goes to the graveyard, return it to its owner's hand. You may pay 1🔵🔵 to return Master to its owner's hand if this happens.
Rainbow Efreet SC R ●●● 3🔵 VS
Flying. 2🔵: Rainbow Efreet phases out. 3/1
Ransack SOR U ●● 3🔵 SH
Look at the top five cards of target player's library. Put any number of those cards on the bottom of that library in any order and the rest on top.
Ray of Command INS C ●●● 3🔵 IA,MG,5th
Untap target creature controlled by opponent and take control of it until end of turn. Creature is unaffected by summoning sickness.
Ray of Erasure INS C ● 1 IA
Target player puts the top card of his library in his graveyard. Contrip.
Reality Ripple INS C ●● 1🔵 MG
Target artifact, creature, or land phases out.
Reality Twist EN R ●● 1🔵🔵 IA
CU: 1🔵🔵. Instead of their normal mana, plains produce 🔵, swamps produce 🔵, mountains produce 🔵, and forests produce 🔵.
Rebound INT U ●●● 1🔵 SH
Target spell, which targets only a single player, targets another play of your choice instead.
• Recall SOR U ●●●● X🔵🔵 LG,CH,5th
Sacrifice X cards in hand to bring X cards from your graveyard into your hand, then remove Recall from game.
Reconstruction SOR C ●●● 1 AQ,R
Bring an artifact from your graveyard into your hand.
Reef Pirates SC C ●● 1🔵🔵 HL,5th
If Reef Pirates damage an opponent, opponent takes the top card from his library and puts it in his graveyard. 2/2.
Reins of Power INS R ●●●● 2🔵🔵 SH
You and target opponent each untap and gain control of all creatures the other controls until end of turn. Those creatures are unaffected by summoning sickness this turn.
Relearn SOR U ●●● 1🔵🔵 WL
Return target instant, interrupt, or sorcery from your graveyard to your hand.
Relic Bind EA R ●● 2🔵 LG,4th
Play on one of your opponent's artifacts. When target artifact is tapped, you may do 1 damage or give 1 life to any player.
Remove Soul INT C ●●● 1🔵 LG,CH,5th
Counter target summon spell.
Reset INT U ●● 1🔵🔵 LG
Untap all your lands. May only be played during opponent's turn.
Reveka, Wizard Savant SL R ●● 2🔵🔵 HL
0🔵: Do 2 damage to any target. Reveka does not untap next turn. 0/1.
Sea Serpent SC C ● 5🔵 L,U,R,4th,5th
Islandhome. 5/5.
Sea Spirit SC U ●● 4🔵 IA,5th
1: +1/+0 until end of turn. 2/3.
Sea Sprite SC U ●●● 1🔵 HL,5th
Flying. Protection from red. 1/1.
Sea Troll SC U ● 2🔵 HL
1: Regenerate. Use this ability only during a turn in which Sea Troll was blocked by or in which Sea Troll blocked a blue creature. 2/1.
Seasinger SC U ●● 1🔵🔵 FE,5th
Islandhome. 0🔵: Gain control of target creature if its controller controls at least one island. You lose control of creature if Seasinger leaves play, leaves your control, or becomes untapped. You may choose to leave Seasinger tapped during your untap phase. 0/1.
Segovian Leviathan SC U ●●● 4🔵 LG,4th,5th
Islandwalk. 3/3.
Serendib Djinn SC R ●● 2🔵🔵 AN
Flying. Sacrifice one of your lands during upkeep. Take 3 damage if the destroyed land is an island. 5/6.
• Serendib Efreet SC R ●●●●● 2🔵 AN,R
Flying. Does 1 damage to you during upkeep. 3/4.
Shadow Rift INS C ●● 1 TM
Target creature gains shadow until end of turn. Draw a card.
Shaper Guildmage SC C ●●● 1 MG
X, 🔵: Target creature gets first strike. X, 🔵: Target creature gets +1/–0.
Shimmer EN R ●●● 2🔵🔵 MG
When you play Shimmer, pick a land type. Those lands gain phasing.
Shimmering Efreet SC U ●● 2🔵 VS
Flying, phasing. When Efreet phases in, target creature phases out. 2/2.
Shimmering Wings EC C ●● 1 TM
Enchanted creature gains flying. 1: Return Wings to owner's hand.
Shrieking Drake SC C ●● 1 VS
Flying. When Shrieking Drake comes into play, return a creature you control to owner's hand. 1/1.
Shyft SC R ●● 4🔵 IA
During your upkeep, you may change the color of Shyft to any color or combination of colors. 4/2.
Sibilant Spirit SC R ●●● 5🔵 IA,5th
Flying. When Spirit attacks, defending player may draw a card. 5/6
Sift SOR C ●●● 3🔵 SH
Draw three cards, then choose and discard a card.
Silhouette INS U ● 1🔵 LG
Prevent all damage done until end of turn to target creature by spells or effects targeting it.

Silver Erne SC U ●● {3}{U} IA
Flying, trample. 2/2.

Silver Wyvern SC R ●●● {3}{U}{U} SH
Flying. {0}: Target spell or ability, which targets only Silver Wyvern, targets another creature of your choice instead. Play this ability as an interrupt. 4/3.

Sindbad SC U ●● {1}{U} AN,4th
{T}: Draw a card. If it is not a land, discard it. 1/1.

Siren's Call INS U ●● {U} L,U,R,4th
All of opponent's creatures that can attack must do so, or die at end of turn.

Skyshroud Condor SC U ● {2}{U} TM
Flying. You cannot play Skyshroud Condor unless you have successfully cast another spell this turn. 2/2.

Sleight of Mind INT U ●●●● {U} L,U,R,4th,IA,5th
Change the text of a card being played or in play by switching one color word with another.

Snow Devil EC C ●● {3}{U} IA
Target creature gains flying. As long as you control any snow-covered lands, that creature also gains first strike when blocking.

Snowfall EN C ● {1}{U} IA
CU: {0}. Islands may produce an additional {U} when tapped for mana. Snow-covered islands may produce either an additional {U}{U} or {U} when tapped for mana. This mana is usable only for cumulative upkeep.

Soar EC C ●●● {1}{U} MG
You may choose to play Soar as an instant; if you do, bury it at the end of turn. Enchanted creature gets +0/+1 and gains flying.

Soldevi Heretic SC C ● {2}{U} AI
{U}, {T}: Prevent up to two damage to any creature. Target opponent may draw a card. 2/2.

Soldevi Machinist SC U ●● {1}{U} IA
{T}: Add {2} to mana pool. Use only for artifact activation costs. 1/1.

Soldevi Sage SC C ●● {1}{U} AI
{T}: Sacrifice two lands to draw 3 cards. Discard one of those cards. 1/1.

Soul Barrier EN U ●● {2}{U} IA,5th
Target opponent takes 2 damage whenever he casts a summon spell. That player may pay {2} to prevent this damage.

Spectral Cloak EC U ●●● {U}{U} LG
Creature cannot be targeted by spells or fast effects unless it is tapped.

Spell Blast INT C ●●● {X}{U} L,U,R,4th,5th,TM
Counter target spell, X is the casting cost of target spell.

Spindrift Drake SC C ●●● {U} SH
Flying. During your upkeep, pay {U} or sacrifice Spindrift Drake. 2/1.

Spiny Starfish SC U ●● {2}{U} AI
{U}: Regenerate Spiny Starfish and put a Starfish token into play at end of turn. Treat these tokens as 0/1 blue creatures. 0/1.

Stasis EN R ●●● {1}{U} L,U,R,4th,5th
Players don't get an untap phase. Pay {U} during upkeep or bury Stasis.

Steal Artifact EA U ●●● {2}{U}{U} L,U,R,4th,5th
Gain control of target artifact.

Steal Enchantment EE U ●●● {U}{U} TM
Gain control of target enchantment.

Stinging Licid SC U ●● {1}{U} TM
{1}{U}, {T}: Licid loses this ability and becomes a creature enchantment that reads "Whenever enchanted creature becomes tapped, Stinging Licid deals 2 damage to that creature's controller" instead of a creature. Move Stinging Licid onto target creature. You may pay {U} to end this effect. 1/1.

Storm Crow SC C ●● {1}{U} AI
Flying. 1/2.

Storm Elemental SC U ●●● {3}{U} AI
Flying. {T}: Remove top card of your library from the game to tap target flying creature. {U}: Remove top card of your library from the game. If it is a snow-covered land, Storm Elemental gets +1/+1 until end of turn. 3/4.

Suffocation INS U ●● {2}{U} AI
Play only when a red spell deals damage to you. Do 4 damage to that spell's caster. Cantrip.

Sunken City EN C ●●● {U}{U} DK,4th
All blue creatures gain +1/+1. Pay {U}{U} during upkeep or destroy City.

Suq'Ata Firewalker SC U ●●● {1}{R}{R} MG
Suq'Ata Firewalker cannot be the target of red spells or effects. {R}: Suq'Ata Firewalker deals 1 damage to target creature or player. 0/1.

Syrvelunite Priest SC U ●● {1}{R} FE
{R}{R}, {T}: Target creature may not be targeted by spells or effects until end of turn. Use this ability only during upkeep. 1/1.

Tangle Kelp EC U ● {U} DK
Target creature stays tapped during untap phase if it attacked last turn. Tap target creature when Tangle Kelp is cast.

Taniwha SL R ●●● {3}{U}{U} MG
Phasing, Trample. At the beginning of your upkeep, all lands you control phase out. 7/7.

Teferi's Curse EP C ●● {1}{U} MG
Play only on an artifact or creature. Enchanted permanent gains phasing.

Teferi's Drake SC C ●● {2}{U} MG
Flying, phasing. 3/2.

Teferi's Imp SC R ●●● {2}{U} MG
Flying, Phasing. When Teferi's Imp phases out, choose and discard a card. When Teferi's Imp phases in, draw a card. 1/1.

Teferi's Realm EW R ●● {3}{U}{U} VS
At the beginning of each player's upkeep, that player chooses artifacts, creatures, lands, or global enchantments. All cards of chosen type phase out.

Teferi's Veil EN U ●●● {1}{U} WL
When one of your creatures attacks, it phases out at end of combat

Telekinesis INS R ●● {U}{U} LG
Target creature becomes tapped and deals no damage this turn. It does not untap normally during its controller's following two untap phases.

Teleport INS R ●● {U}{U}{U} LG, CH
Target creature may not be blocked this turn.

Thalakos Deceiver SC R ●●● {3}{U} SH
Shadow. Sacrifice Deceiver: Gain control of target creature permanently. Use this ability only if Deceiver is attacking and unblocked. 1/1.

Thalakos Dreamsower SC U ●●● {2}{U} TM
Shadow. You may choose not to untap Thalakos Dreamsower during your untap phase. If Thalakos Dreamsower damages any opponent, tap target creature. As long as Thalakos Dreamsower remains tapped, that creature does not untap during its controller's untap phase. 1/1.

Thalakos Mistfolk SC C ●●● {2}{U} TM
Shadow. {U}: Put Thalakos Mistfolk on top of owner's library. 2/1.

Thalakos Seer SC C ●● {U}{U} TM
Shadow. If Thalakos Seer leaves play, draw a card. 1/1.

Thalakos Sentry SC C ●● {1}{U} TM
Shadow. 1/2.

Thirst EC C ●●● {2}{U} MG
Tap enchanted creature. During your upkeep, pay {U} or bury Thirst. Enchanted creature does not untap during its controller's untap phase.

Thought Lash EN R ● {2}{U}{U} AI
CU: Remove the top card of your library from the game. If you do not, remove your library from the game and bury Thought Lash {0}. Remove the top card of your library from the game to prevent one damage to you.

Thoughtlace INT R ● {U} L,U,R,4th
Change the color of a card being played or already in play to blue.

Three Wishes INS R ●●● {3}{U}{U} VS
Take the top three cards from your library, look at them, and set them aside face down. You may play those cards as though they were in your hand. At the beginning of your next turn, bury any of those cards not played.

Thunder Wall SC U ●● {1}{U}{U} IA
Flying. {U}: +1/+1 until end of turn. 0/2.

Tidal Control EN R ●● {1}{U}{U} AI
CU: {U}. Anyone may pay {U} or two life to counter a red or green spell.

Tidal Flats EN C ● {U} FE
{U}{U}: All of your creatures that are blocking non-flying creatures get first strike until end of turn. Attacking player may pay one for each attacking creature to prevent this effect.

Tidal Influence EN U ●● {2}{U} FE
Put 1 counter on Tidal Influence when casting it and during upkeep. When there is one counter on Tidal Influences, all blue creatures get -2/-0. When there are 3 counters, all blue creatures get +2/+0. Remove all counters when there are four on Tidal Influence.



An unlikely candidate for a four-star spot, Impulse is a great way of sifting through your deck, making sure you always have the spell you need. It's especially useful in permission decks, where you ideally want to have a counterspell in hand at all times. For only two mana and no drawbacks, Impulse is a worthy four-star.

Tidal Surge SOR C ●● {1}{U} SH
Tap up to three target creatures without flying.

Tidal Warrior SC C ●●● {U} SH
{U}: Target land is an island until end of turn. 1/1.

Tidal Wave INS U ●●● {3}{U} MG
Put a Wave token into play. Treat this token as a 5/5 blue creature that counts as a Wall. Bury the token at end of any turn.

Time and Tide INS U ●● {U}{U} VS
All creatures phased out phase in while all creatures with phasing phase out.

Time Ebb SOR C ●● {2}{U} TM
Put target creature on top of owner's library.

Time Elemental SC R ●●● {2}{U} LG,4th,5th
{2}{U}{U}, {T}: Return target permanent to owner's hand. Cannot target enchanted permanents. Destroy Time Elemental and do 5 damage to its controller if it blocks or attacks. 0/2

• **Time Walk** SOR R ●●●●● {1}{U} L,U
Take an extra turn immediately after this one.

Time Warp SOR R ●●●● {3}{U}{U} TM
Target player takes an extra turn after this one.

• **Timetwister** SOR R ●●●●● {2}{U} L,U
Put Timetwister in a new graveyard. Shuffle your hand, library, and graveyard together and draw seven cards.

Timid Drake SC U ●● {2}{U} WL
Flying. If a creature comes into play, return Timid Drake to owner's hand. 3/3.

Tolarian Drake SC C ● {2}{U} WL
Flying, phasing. 2/4.

Tolarian Entrancer SC R ●● {2}{U} WL
Whenever Tolarian Entrancer is blocked by any creature, gain control of that creature at end of combat. 1/1.

Tolarian Serpent SC R ●● {5}{U}{U} WL
During your upkeep, put the top seven cards of your library into your graveyard. 7/7.

Tradewind Rider SC R ●●●● {3}{U} TM
Flying. {U}, Tap two creatures you control: Return target permanent to owner's hand. 1/4.

Transmute Artifact SOR U ●● {0}{U} AQ
Sacrifice an artifact to choose an artifact from your library and put it into play. You must pay the difference if the new artifact costs more.

Twiddle INS C ●● {U} L,U,4th,5th
Tap or untap any single land, creature, or artifact in play.

Twitch INS C ●● {U} TM
Tap or untap target artifact, creature or land. Draw a card.

Undertow EN U ● {2}{U} LG
Creatures with islandwalk may be blocked.

Undo SOR C ●● {1}{U}{U} VS
Return two target creatures to owner's hand.

Unstable Mutation EC C ●●● {U} AN,R,4th,5th
Target creature gains +3/+3. Put -1/-1 counter on creature during your upkeep. These counters remain even if Unstable Mutation is destroyed.

Unstable Shapeshifter SC R ●●● {3}{U} TM
Whenever any creature comes into play, Unstable Shapeshifter permanently becomes a copy of that creature and retains this ability. 0/1.

Unsummon INS C ●●● {U} L,U,R,4th,5th
Return target creature to its owner's hand.

Updraft INS U ●● {1}{U} IA,5th
Give target creature flying until end of turn. Cantrip.

Vanishing EC C ●● {U} VS
{U}: Enchanted creature phases out.

Vaporous Djinn SC U ●●● {2}{U}{U} MG
Flying. During your upkeep, pay {U}{U} or Vaporous Djinn phases out. 3/4.

Venarian Gold EC C ●● {2}{U} LG
Put X counters on target creature and tap it. Creature does not untap while a counter remains. Remove a counter during creature controller's upkeep.

Vesuvan Doppelganger SC R ●●●● {3}{U}{U} L,U,R
Duplicates all characteristics except color of any one creature in play. May duplicate a different creature during upkeep phase. 1/1.

Visceral Armor EC C ●● {1}{U} AI
Enchanted creature gets -1/-1. {1}{U}: Return Armor to owner's hand

Visceral Drone SC U ●● {1}{U} AI
{U}: Sacrifice a creature and Swamp to bury target non-artifact creature. {U}: Sacrifice a creature and a Snow-covered Swamp to bury target creature. 1/2

Vision Charm INS C ●●● {U} VS
Choose one—Target artifact phases out; or put the top four cards from target player's library into his or her graveyard; or all lands of one type are basic lands of your choice until end of turn.

Vodalian Illusionist SC U ●●●● {2}{U} WL
{U}{U}, {T}: Target creature phases out. 2/2.

Vodalian Knights SC R ●●● {1}{U}{U} FE
Islandhome. First strike. {U}: Flying until end of turn. 2/2.

Vodalian Mage SC C ●● {2}{U} FE
{U}, {T}: Counter a target spell unless caster pays an additional {1}. 1/1.

Vodalian Soldiers SC C ● {1}{U} FE,5th
1/2.

Vodalian War Machine SC R ●● {1}{U}{U} FE
{T}: Tap a Merfolk you control to allow War Machine to attack until end of turn or give War Machine +2/+1 this turn. If War Machine goes to the graveyard, all Merfolk tapped in this manner are destroyed. 0/4.

Volcanic Eruption SOR R ●●● {X}{R}{R} L,U,R,4th
Destroy X mountains of your choice and do 1 damage to each player and creature in play for each mountain destroyed.

Volrath's Curse EC C ●●● {2}{B} TM
Enchanted creature cannot attack, block or play any ability requiring an activation cost. That creature's controller may sacrifice a permanent to ignore this ability until end of turn. {2}{B}: Return Volrath's Curse to owner's hand.

Volrath's Shapeshifter SC R ●● {1}{B}{B} SH
As long as the top card of your graveyard is a creature, Shapeshifter is a copy of that card, except that Shapeshifter retains its abilities. {2}: Discard a card. 0/1.

Walking Dream SC U ●● {3}{U} SH
Walking Dream is unblockable. Walking Dream does not untap during your untap phase if any opponent controls two or more creatures. 3/3.

Wall of Air SC U ●●● {1}{U}{U} L,U,R,4th,5th
Flying. 1/5.

Wall of Kelp SC R ●● {U}{U} HL
{U}{U}, {T}: Put a Kelp token into play. Treat this as a 0/1 wall. 0/3.

Wall of Tears SC U ●●● {1}{U} SH
If Wall of Tears blocks any creatures, return each of those creatures to owner's hand at end of combat. 0/4.

Wall of Vapor SC C ●●● {3}{U} LG, CH
Cannot be damaged by creatures it blocks. 0/1.

Wall of Water SC U ●● {1}{U}{U} L,U,R,4th
{U}: +1/+0. 0/5.

Wall of Wonder SC U ●● {2}{U}{U} LG, CH
{2}{U}{U}: Give Wall of Wonder +4/-4 and enable it to attack. 1/5.

Water Elemental SC U ●● {3}{U}{U} L,U,R,4th
5/4.

Water Wurm SC C ● {U} DK
Water Wurm gains +0/+1 if opponent controls only islands. 1/1.

Waterspout Djinn SC U ●●● {2}{U}{U} VS
Flying. During your upkeep, return an untapped island you control to owner's hand or bury Waterspout Djinn. 4/4.

Wave Elemental SC U ●● {2}{U}{U} MG
{U}, {T}: Sacrifice Tap up to three target creatures without flying. 2/3.

Whim of Volrath INS R ●●● {B} TM
Buyback {2}. Change the text of target permanent by replacing all instances of one color word of one basic land type with another until end of turn.

Whispers of the Muse INS U ●●● {U} TM
Buyback {3}. Draw a card.

Wind Dancer SC U ●● {1}{U} TM
Flying. {U}: Target creature gains flying until end of turn. 1/1.

Wind Drake SC C ●●● {2}{U} TM
Flying. 2/2.

Wind Spirit SC U ●●● {4}{U} IA,5th
Flying. Wind Spirit cannot be blocked by less than two creatures. 3/2.

Winged Sliver SC C ●● {1}{U} TM
All Slivers gain flying. 1/1.

Winter's Chill INS R ●● {X}{U} IA
Destroy X attacking creatures at the end of combat. X cannot be greater than the number of snow-covered lands you control. Each creature's controller may pay {1} or {2} to prevent it from being destroyed. If {1} is spent, the creature deals no damage in combat this turn.

Key

• Restricted
• Banned
• Banned in Type 1.5 only
Banned in Extended only

ART Artifact
AC Artifact Creature
CR Current Rarity

CU Cumulative Upkeep
EA Enchant Artifact
EC Enchant Creature
EE Enchant Enchantment
EL Enchant Land
EN Enchantment
EW Enchant World
INS Instant
INT Interrupt
LAN Land
LL Legendary Land
MS Mana Source
SC Summon Creature
SL Summon Legend
SOR Sorcery

MAGIC The Gathering®

players guide

Name / Description	Kind	CR	Rating	Cost	Sets Found
Word of Undoing	INS	C	●●●	●	IA
Return target creature to its owner's hand. Any white enchantments you own on that creature go to your hand.					
Wrath of Marit Lage	EN	R	●●●	●●●	IA
Tap all red creatures. Red creatures do not untap as normal.					
Zephyr Falcon	SC	C	●●●	●●	LG, 4th, 5th
Flying. Does not tap to attack. 1/1.					
Zuran Enchanter	SC	C	●●●	●●	IA
●●, ◈: Opponent must discard 1 card. Play as a sorcery. 1/1.					
Zuran Spellcaster	SC	C	●●●	●●	IA
◈: Zuran Spellcaster deals 1 damage to target creature or player. 1/1.					
Zur's Weirding	EN	R	●●●●	●●	IA, 5th
All players play with hands face up. When a player draws a card, any other player may pay 2 life to force the player to discard that card.					

GOLD

Name / Description	Kind	CR	Rating	Cost	Sets Found
Acidic Sliver	SC	U	●●●	●●	SH
Each Sliver gains "◈, Sacrifice this creature: This creature deals 2 damage to target creature or player." 2/2.					
Adun Oakenshield	SL	R	●●●	●●●	LG
●●●, ◈: Take a creature from your graveyard into your hand. 1/2.					
Altar of Bone	SOR	R	■■	●✱	IA
Sacrifice a creature to search your library for a creature card.					
Angus Mackenzie	SL	R	●●●	●●✱	LG
●●✱, ◈: Creatures deal no damage during combat. 2/2.					
Arcades Sabboth	SL	R	●●●	●●●●●✱	LG, CH
Flying. All your creatures gain –0/–2 when untapped. ✱: +0/+1 until end of turn. Pay ●●✱ during upkeep or bury Arcades. 7/7.					
Army Ants	SC	U	●●●	●●●	VS
◈, Sacrifice a land: Destroy target land. 1/1.					
Asmira, Holy Avenger	SL	R	●●●	●●✱	MG
Flying. At the end of each turn, put a +1/+1 counter on Asmira for each creature put into your graveyard from play that turn. 2/3.					
Axelrod Gunnarson	SL	R	■■	●●●●●	LG, CH
Trample. When a creature is put in graveyard during a turn in which Axelrod damaged it, gain 1 life and do 1 damage to target player. 5/5.					
Ayesha Tanaka	SL	R	●●●	●●✱✱	LG, CH
Banding. ◈: Counter artifact effect unless its controller spends ✱. 2/2.					
Barktooth Warbeard	SL	U	■■	●●●●	LG
6/5.					
Bartel Runeaxe	SL	R	●●●	●●●●	LG
Cannot be target of enchantments. Does not tap to attack. 6/5.					
Benthic Djinn	SC	R	●●●	●●●	MG
Islandwalk. During your upkeep, lose 2 life. 5/3.					
Boris Devilboon	SC	R	■■	●●●	LG
●●●, ◈: Put a 1/1 red and black Minor Demon token into play. 2/2.					
Breathstealer's Crypt	EN	R	■■	●●●	VS
Whenever any player draws a card, he or she reveals that card. If the card is a creature card, that player pays ● life or discards the card.					
Cadaverous Bloom	EN	R	●●●●	●●●	MG
Choose a card in your hand and remove it from the game: Add ●● or ●● to your mana pool.					
Centaur Archer	SC	U	●●	●●●	IA
◈: Deal 1 damage to target flying creature. 3/2.					
Chromatic Armor	EC	R	●●●	●✱	IA
Put a counter on Armor when it comes into play and choose a color. All damage to creature by that color is reduced to 0. ✱: Put a counter on Armor and change color it protects against. X equals the number of counters.					
Chromium	SL	R	■■	●●●●✱✱	LG, CH
Flying, rampage: 2. Pay ●✱ during upkeep or bury Chromium. 7/7.					
Circle of Despair	EN	R	●●●	●✱	MG
●, Sacrifice a creature: Prevent all damage to any creature or player from any one source.					
Corrosion	EN	R	●●	●●	VS
Cumulative upkeep: ●. During your upkeep, put a rust counter on each artifact target opponent controls. If the number of rust counters on an artifact equals or exceeds that artifact's casting cost, bury the artifact. If Corrosion leaves play, remove all rust counters from the game.					
Crystalline Sliver	SC	U	●●●	✱●	SH
Slivers cannot be the target of spells or abilities. 2/2.					
Dakkon Blackblade	SL	R	●●●	●●●●✱	LG, CH
* equals the number of lands you control. */*.					
Dark Heart of the Wood	EN	C	●●●	●●	DK
Sacrifice a forest to gain 3 life.					
Delirium	INS	U	●●●	●●●	MG
Play only on target opponent's turn. Tap target creature that player controls. That creature deals to the player damage equal to its power. The creature deals and takes no damage in combat this turn.					
Diabolic Vision	SOR	U	●●●	●●	IA
Look at the top five cards of your library and put one in your hand. Put the other four on top of your library in any order.					
Discordant Spirit	SC	R	●●●	●●●	MG
At end of target opponent's turn, put a +1/+1 counter on Discordant Spirit for each 1 damage dealt to you this turn. At the end of your turn, remove all these counters from Discordant Spirit. 2/2.					
Dracoplasm	SC	R	●●●	●●	TM
Flying. When you play Dracoplasm, sacrifice any number of creatures. Dracoplasm comes into play with power equal to the total power of the sacrificed creatures and toughness equal to the total toughness of those creatures. ●: Dracoplasm gets +1/+0 until end of turn. */*.					
Earthlink	EN	R	●	●●●●	IA
Pay ● during upkeep or bury Earthlink. When a creature is put into the graveyard from play, that creature's controller must sacrifice a land.					
Elemental Augury	EN	R	●●●	●●●	IA
●: Look at top 3 cards of any library and put them back in any order.					
Emberwilde Caliph	SC	R	■■	●●●	MG
Flying, Trample. Emberwilde Caliph attacks each turn if able. For each damage Emberwilde Caliph successfully deals, lose 1 life. 4/4.					
Energy Arc	INS	U	●●	●✱	AI
Untap any number of target creatures. Those creatures neither deal nor receive damage in combat this turn.					
Energy Bolt	SOR	R	●●●	●●✱	MG
Do X damage to target player or target player gains X life.					
Essence Vortex	SC	R	●●●	●●●	IA
Bury target creature. Creature's controller may counter Essence Vortex by paying life equal to the creature's toughness.					
Femeref Enchantress	SC	R	■■	●✱	VS
When an enchantment is put into a graveyard from play, draw a card. 1/2.					
Fiery Justice	SOR	R	■■	●●✱	IA
Do 5 damage divided any way you choose among any number of targets. Target opponent gains 5 life.					
Fire Covenant	INS	U	●●●	●●●	IA
Fire Covenant deals X damage, divided among any number of target creatures, where X is equal to the amount of life you pay.					
Firestorm Hellkite	SC	R	●●●	●●●	VS
Flying, trample. Cumulative upkeep: ●●. 6/6.					
Flooded Woodlands	EN	R	●●●	●●●	IA
No green creature can attack unless its controller sacrifices a land when that creature attacks.					
Frenetic Efreet	SC	R	●●●●	●●●	MG
Flying. ●: Flip a coin; if the flip ends up in your favor, Frenetic Efreet phases out. Otherwise, bury Frenetic Efreet. 2/1.					
Fumarole	SOR	U	■■	●●●	IA
Pay 3 life to destroy a land and a creature.					
Gabriel Angelfire	SL	R	■■	●●●✱✱	LG, CH
During your upkeep, Gabriel Angelfire gains either flying, first strike, trample, or rampage: 3 until your next upkeep. 4/4.					
Ghastly Flame	EN	R	■■	●●●	IA
Black and red permanents and spells are colorless sources of damage.					
Giant Trap Door Spider	SC	U	●●●	●●●	IA
●●●, ◈: Giant Trap Door Spider and target non-flying creature which is attacking you are removed from the game. 2/3.					
Glaciers	EN	R	●●●	●✱	IA
All mountains become plains. Pay ●✱ during upkeep or bury Glaciers.					
Gaste Dirk	SL	R	■■	●●✱✱	LG
First strike. Creatures with islandwalk may be blocked. 4/4.					
Grim Feast	EN	R	■■	●●●	MG
Take 1 damage during upkeep. When a creature is put into opponent's graveyard from play, gain life equal to that creature's toughness.					
Guiding Spirit	SC	R	●●●	●●✱	VS
Flying. ◈: If the top card of target player's graveyard is a creature card, put that card on the top of that player's library. 1/2.					
Gwendlyn Di Corci	SL	R	●●●●	●●●●	LG
◈: Target player randomly discards a card. Play as a sorcery. 3/5.					
Halfdane	SL	R	●●●	●●✱	LG
During upkeep, Halfdane may acquire the current power and toughness of a target creature besides itself. When there are no legal targets, Halfdane is 3/3. */*.					
Harbor Guardian	SC	U	●●●	●✱	MG
Can block flying creatures. When it attacks, defender may draw a card. 3/4.					
Haunting Apparition	SC	U	■■	●●●	MG
Flying. * is number of green creatures in opponent's graveyard. 1+*/2.					
Hazerider Drake	SC	U	●●●	●●✱	MG
Flying, protection from red. 2/3.					
Hazezon Tamar	SL	R	■■	●●●✱	LG
On the upkeep after Hazezon enters play, put * tokens in play, where * is the number of lands you control. Treat tokens as 1/1 red, white, and green creatures. Remove all tokens if Hazezon leaves play. 2/4.					
Hibernation Sliver	SC	U	●●●	●●	SH
Each Sliver gains "Pay 2 life: Return this creature to owner's hand." 2/2.					
Hunding Gjornersen	SL	U	●	●●●✱	LG
Rampage: 1. 5/4.					
Hyrum of Rebirth	SOR	U	●●●	●●✱	IA
Take a creature from any graveyard and put it into play under your control.					
Jacques le Vert	SL	R	●●●	●●●✱	LG
Make all your green creatures +0/+2. 3/2.					
Jasmine Boreal	SL	U	■■	●●✱	LG
4/5.					
Jedit Ojanen	SL	U	●	●✱✱	LG
5/5.					
Jeenard of the Closed Fist	SL	U	■■	●●●●	LG
6/5.					
Johan	SL	R	●●●	●●●✱	LG, CH
As long as Johan doesn't attack or isn't tapped, your creatures may attack without tapping. 5/4.					
Jungle Troll	SC	U	■■	●●●	MG
●: Regenerate. ●: Regenerate. 2/1.					
Koervek's Purge	SOR	U	■■	✱●●	MG
Destroy target creature with casting cost equal to X. Koervek's Purge deals to creature's controller damage equal to the creature's power.					
Kosimir the Lone Wolf	SL	U	●	●●✱	LG
5/3.					
Kei Takahashi	SL	R	■■	●●✱	LG, CH
◈: Prevent up to 2 damage to target creature. 2/2.					
Kjeldoran Frostbeast	SC	U	■■	●●✱	IA
All creatures blocking or blocked by Kjeldoran Frostbeast are destroyed at end of combat. 2/4.					
Lady Caleria	SL	R	●●●	●●●✱✱	LG
◈: Do 3 damage to target attacking or blocking creature. 3/6.					
Lady Evangela	SL	R	●●●	●●✱	LG
●✱, ◈: Target creature deals no damage this turn during combat. 1/2.					
Lady of the Mountain	SL	U	●	●●●	LG
5/5.					
Lady Orca	SL	U	■■	●●●	LG
7/4.					
Leering Gargoyle	SC	R	■■	●●✱	MG
Flying. ◈: Gargoyle gets -2/+2 and loses flying until end of turn. 2/2.					
Lim-Dûl's Paladin	SC	U	●●●	●●●	AI
Trample. During upkeep, discard a card or bury Paladin and draw a card. Paladin gets +6/+3 if blocked. If Paladin is not blocked, it deals no damage to defender this turn and that player loses 4 life. 0/3.					
Lim-Dûl's Vault	INS	U	●●●●	●●	AI
Look at the top five cards of your library. As many times as you choose, you may pay one life to put those cards on the bottom and look at the top five. Shuffle all but the top five cards of your library; put those five on top of your library in any order.					
Livonya Silone	SL	R	●●●	●●●●●	LG
First strike, legendary landwalk. 4/4.					
Lobotomy	SOR	U	●●●	●●●	TM
Look at target player's hand and choose any of those cards other than a basic land. Search that player's graveyard, hand and library for all copies of the chosen card and remove them from the game.					
Lord Magnus	SL	U	●●●	●✱✱	LG
First strike. Creatures with plains or forestwalk may be blocked. 4/3.					
Lord of Tresserhorn	SC	R	●●●	●●●●	AI
When Lord comes into play, pay 2 life and sacrifice two creatures; and target opponent draws two cards. ●: Regenerate. 10/4					
Malignant Growth	EN	R	●●●	●●●	MG
CU: ●. During upkeep, add a counter. During opponent's draw phase, he draws an additional card and takes 1 damage for each counter.					
Manhunt Hydrogen	SL	U	■■	●●●●	LG, CH
Rampage: 1. 4/6.					
Marsh Goblins	SL	C	■■	●●	DK
Swampwalk. 1/1.					
Merieke Ri Berit	SL	R	●●●	●●✱	IA
Merieke does not untap. ◈: Gain control of target creature. If Merieke leaves your control or becomes untapped, that creature is buried. 1/1.					
Misfortune	SOR	R	■■	●●●●	AI
Opponent chooses: Either you put a +1/+1 counter on each creature you control and gain 4 life or you put a -1/-1 counter on each creature that opponent controls and Misfortune deals 4 damage to him.					
Monsoon	EN	R	●●●●	●●●●	IA
If an island is untapped at the end of its controller's turn, Monsoon deals 1 damage to that player and the island becomes tapped.					
Mountain Titan	SC	R	■■	●●●	IA
●●●: For the rest of the turn, put a +1/+1 counter on Mountain Titan whenever you successfully cast a black spell. 2/2.					
Mundungu	SC	U	■■	●●●	VS
◈: Counter target spell unless that spell's caster pays an additional ● and 1 life. Play this ability as an interrupt. 1/1.					
Nature's Blessing	EN	U	●●●	●●✱	AI
●✱: Choose and discard a card from your hand to have target creature permanently gain bonding, first strike, trample or +1/+1.					
Nebuchadnezzar	SL	R	●●●●	✱●●	LG, CH
✱, ◈: Name a card. Opponent randomly reveals X cards in hand. Opponent must discard any such cards. Play as a sorcery. 3/3.					
Nicol Bolas	SL	R	●●●	●●●●●●	LG, CH
Flying. An opponent damaged by Nicol Bolas must discard his entire hand. Pay ●●● during upkeep or bury Nicol Bolas. 7/7.					

KILLER COMBOS





Crystalline Sliver and Clot Sliver: Okay, sliver plus sliver seems like a combo an Ouphe could come up with, but these two are particularly potent when in play together. The Clot Sliver protects all your slivers from combat damage and mass-damage spells while the Crystalline Sliver protects 'em from just about everything else. The two together are sure to make your poor opponent say, "Oof!"

Name — Description — Kind — CR — Rating — Cost — Sets Found

Palladia-Mors — SL — R — ●●● — 2●●●●●✱✱ — LG, CH
Flying, trample. Pay ●●✱ during upkeep or bury Palladia-Mors. 7/7.
Pavel Maliki — SL — U — ● — 4●● — LG
2●. Give Pavel Maliki +1/+0 until end of turn. 5/3.
Phelddagrif — SC — R — ●●● — 1●●✱ — AI
✱: Flying. Opponent gains 2 life. ●: Return Phelddagrif to owner's hand. Opponent may draw a card. ●: Trample. Put a 1/1 green Hippo token into play under opponent's control. 4/4.
Phyrexian Purge — SOR — R — ●●● — 2●● — MG
Pay 3 life per target: Destroy any number of target creatures.
Princess Lucrezia — SL — U — ● — 3●●● — LG
●: Add ● to your mana pool. 5/4.
Prismatic Boon — INS — U — ●●● — X●✱ — MG
X creatures gain protection from a single color until end of the turn.
Purgatory — EN — R — ●●● — 2●✱ — MG
Whenever a creature is put into your graveyard from play, put it face up under Purgatory. During your upkeep, you may pay ● and 2 life to put any card under Purgatory into play.
Pygmy Hippo — SC — R — ●●● — ●● — VS
If Pygmy Hippo attacks and is not blocked, you may choose to have it deal no combat damage this turn. If you do, defending player draws all mana from his or her lands and then his or her mana pool is emptied. After combat, add an equal amount of colorless mana to your mana pool. 2/2.
Radiant Essence — SC — U — ●● — 1●✱ — MG
As long as target opponent controls any black permanents, Radiant Essence gets +1/+2. 2/3
Ragnar — SL — R — ●● — ●●✱ — LG
●●✱, ●: Regenerate target creature. 2/2.
Ramirez DePietro — SL — U — ●●● — 3●●● — LG
First strike, 4/3.
Ramses Overdark — SL — R — ●● — 2●●●● — LG
●: Destroy a target creature with an enchantment on it. 4/3.
Ranger en Vec — SC — U — ●●● — 1●✱ — TM
First strike. ●. Regenerate Ranger en-Vec. 2/2.
Rasputin Dreamweaver — SL — R — ●●● — 4●✱ — LG
Put 7 counters on Rasputin. Remove a counter to prevent 1 damage to Rasputin or add one colorless mana to your mana pool. Add a counter to Rasputin during your upkeep if he began your turn untapped (maximum 7 counters). 4/1.
Reclamation — EN — R — ●●● — 2●✱ — IA
No black creature can attack unless its controller sacrifices land when that creature attacks.
Reflect Damage — INS — R — ●●● — 3●✱ — MG
Redirect all damage dealt by any one source to that source's controller.
Reparations — EN — R — ●●● — 1●✱ — MG
Whenever target opponent successfully casts a spell that targets you or a creature you control, you may draw a card.
Righteous War — EN — R — ●●● — 1●✱ — VS
All white creatures you control gain protection from black. All black creatures you control gain protection from white
Riven Turnbull — SL — U — ●● — 5●● — LG
●: Add ● to your mana pool. 5/7.
Rock Basilisk — SC — R — ●●● — 4●● — MG
Whenever Rock Basilisk blocks or is blocked by a non-wall creature, destroy that creature at end of combat. 4/5.
Rohgahh of Kher Keep — SL — R — ● — 2●●●● — LG
All your Kobolds of Kher Keep gain +2/+2. Pay ●●● during upkeep or Rohgahh and Kobolds top and come under target opponent's control. 5/5.
Rubinia Soulsinger — SL — R — ●●● — 2●●✱ — LG
●. Gain control of target creature. You lose control when Rubinia leaves your control or becomes untapped. You may leave Rubinia tapped. 2/3.
Savage Twister — SOR — U — ●●●● — X●● — MG
Savage Twister deals X damage to each creature.
Sawback Manticore — SC — R — ●●● — 3●● — MG
●: Flying. ●: Manticore deals 2 damage to target attacking or blocking creature. Use only once and only if Manticore is in combat. 2/4.
Scabbane's Elite — SC — U — ●●● — 3●✱ — VS
Protection from black. 4/4.
Scarwood Goblins — SC — C — ● — ●● — DK
2/2.
Sealed Fate — SOR — U — ●●● — X●● — MG
Look at the top X cards of opponent's library. Remove one from the game and put the rest back on top of that player's library in any order.
Segmented Wurm — SC — U — ●●● — 3●● — TM
Whenever Segmented Wurm is the target of a spell or ability, put a -1/-1 counter on it. 5/5.
Selenia, Dark Angel — SL — R — ●●● — 3●✱ — TM
Flying. Selenia counts as an Angel. Pay 2 life: Return Selenia to owner's hand. 3/3.
Shauku's Minion — SC — U — ●● — 1●● — MG
●●, ●: Shauku's Minion deals 2 damage to target white creature. 2/2.
Silver Queen — SL — R — ●●●● — ✱●●●● — SH
Silver Queen counts as a Silver. ●: Put a Silver token into play. Treat this token as a 1/1 colorless creature. 7/7.
Simoon — INS — U — ●● — ●● — VS
Simoon deals 1 damage to each creature target opponent controls.
Sir Shandlar of Eberyn — SL — U — ●● — 4●✱ — LG
4/7.
Sivitri Scarzam — SL — U — ● — 5●● — LG, CH
6/4.
Skeleton Ship — SL — R — ●●● — 3●● — IA
Bury immediately if controller has no islands in play. ●: Put a -1/-1 counter on a creature. 0/3.
Sky Spirit — SC — U — ●● — 1●✱ — TM
Flying, first strike. 2/2.
Sol'kanar the Swamp King — SL — R — ●●●● — 2●●● — LG, CH
Swampwalk. You gain 1 life each time a black spell is cast. 5/5.
Soltari Guerrillas — SC — R — ●●● — 2●✱ — TM
Shadow. If Soltari Guerrillas assigns combat damage to any opponent, you may redirect that damage to target creature. 3/2.
Spatial Binding — EN — U — ● — 4●● — MG
Pay 1 life: Target cannot phase out until the start of your next upkeep.
Spectral Shield — EC — U — ●●● — 1●✱ — IA
Target creature gains +0/+2 and cannot be the target of spells.
Spined Sliver — SC — U — ●●● — 3●● — SH
If any Sliver is blocked, it gets +1/+1 until end of turn for each creature blocking it. 2/2.
Spontaneous Combustion — INS — U — ●● — 1●●● — TM
Sacrifice a creature: S. Combustion deals 3 damage to each creature.

Squandered Resources — EN — R — ●●●● — 3●● — VS
Sacrifice a land. Add to your mana pool one mana of any type the sacrificed land could produce.
Stangg — SL — R — ●●● — 4●●● — LG, CH
Put Stangg Twin token in play. Token is a 3/4 green and red legend. If either one leaves play, the other is buried. 3/4.
Storm Spirit — SL — R — ●●● — 3●●✱ — IA
Flying. ●: Do 2 damage to target creature. 3/3.
Stormbind — EN — R — ●●●● — 1●●● — IA
●: Discard a card at random to do 2 damage to any target.
Suleiman's Legacy — EN — R — ●●● — 3●✱ — VS
When Suleiman's Legacy comes into play, bury all Djinns and Efreets. Whenever a Djinn or Efreet comes into play, bury it.
Sunastian Falconer — SL — U — ●●● — 3●●● — LG
●: Add two colorless mana to your mana pool. 4/4.
Surge of Strength — INS — U — ●● — 2●● — AI
Discard a red or green card to have target creature gain trample and get +X/+0 until end of turn, where X is the creature's casting cost.
Tempest Drake — SC — U — ●●● — 1●✱ — VS
Flying. Attacking does not cause Tempest Drake to tap. 2/2.
Tetsuo Umezawa — SL — R — ●●● — 3●●● — LG
3●●, ●: Destroy target tapped or blocking creature. Tetsuo Umezawa may not be targeted by an enchant creature spell. 3/3.
Tobias Andrion — SL — U — ● — 3●✱ — LG, CH
4/4.
Tor Wauki — SL — U — ●●● — 2●●● — LG, CH
●: Do 2 damage to target attacking or blocking creature. 3/3.
Torster Von Ursus — SL — U — ● — 3●●✱ — LG
5/5.
Tukmir Deathblade — SL — R — ●●● — 4●●●● — LG
Flying, 2●, ●: Give target creature +2/+2 until end of turn. 2/2.
Unfulfilled Desires — EN — R — ●●●● — 1●● — MG
1, Pay 1 life. Draw a card, then choose and discard a card.
Ur-Drago — SL — R — ●● — 5●●●● — LG
First strike. Creatures with swampwalk may be blocked. 4/4
Vaevictis Asmadi — SL — R — ●●● — 2●●●●●● — LG, CH
Flying, ●. +1/+0. ●. +1/+0. ●: +1/+0. Pay ●●● during upkeep or bury Vaevictis Asmadi. 7/7.



Three-color creatures usually gets slighted, but don't dis Gwendlyn. She's a 3/5 for only four mana *and* she has the Hypnotic Specter's discard ability on command. The only thing keeping her from a five-star is her severe colored-mana commitment.

Victual Sliver — SC — U — ●●● — ●✱ — SH
Each Sliver gains "2, Sacrifice this creature: Gain 4 life." 2/2.
Vashvan Dragon — SC — R — ●●● — 2●●●● — VS
Flying. ●: +1/+0 until end of turn. ●: +0/+1 until end of turn. 4/4
Vhati il-Dal — SL — R — ●●● — 2●●● — TM
T: Target creature's power or toughness is 1 until end of turn. 3/3
Vitalizing Cascade — INS — U — ●●● — X●✱ — MG
Gain X+3 life.
Wandering Mage — SC — R — ●●● — ●●✱ — AI
✱: Pay 1 life to prevent up to 2 damage to any creature ●: Prevent one damage to any Cleric or Wizard. ●: Put a -1/-1 counter on target creature you control to prevent up to 2 damage to any player. 0/3.
Warping Wurm — SC — R — ●●● — 2●●● — MG
Phasing. During your upkeep, pay 2●● or Warping Wurm phases out. When Warping Wurm phases in, put a +1/+1 counter on it. 1/1.
Wellspring — EL — R — ●●● — 1●✱ — MG
Gain control of target land. At the end of each of your turns, lose control of land. At the beginning of your turn, gain control of the land.
Windreaper Falcon — SC — U — ●● — 1●●● — MG
Flying, protection from blue. 1/1.

Wings of Aesthir — EC — U — ●●● — 1●✱ — IA
Give target creature flying, first strike, and +1/+0.
Winter's Night — EW — R — ●● — ●●✱ — AI
When a snow-covered land is tapped for mana, it gives one additional mana of the same type and doesn't untap during its controller's next untap phase.
Wood Sage — SC — R — ●●● — 1●● — TM
T: Name a creature card. Reveal the top four cards of your library to all players. If any of those cards are the named card, put them into your hand. Put the rest into your graveyard. 1/1.
Xiea Arien — SL — R — ●●● — 2●●● — LG, CH
Flying. ●●●, ●: Target player draws a card. 1/2.
Zebra Unicorn — SC — U — ●● — 2●✱ — MG
For each 1 damage Zebra Unicorn deals, gain 1 life. 2/2.

GREEN

Aboroth — SC — R — ●● — 4●● — WL
CU: Put a -1/-1 counter on Aboroth. 9/9.
Afiya Grove — EN — R — ●● — 1●● — MG
Grove comes into play with three -1/-1 counters on it. During your upkeep, put a counter on a creature. If Grove has no counters, bury it.
Aisling Leprechaun — SC — C — ● — ● — LG
All creatures blocking or blocked by Leprechaun become green. 1/1.
Aluren — EN — R — ●●●● — 2●● — TM
Any player may play a creature card with total casting cost 3 or less whenever he could play an instant and without paying its casting cost.
An-Havva Constable — SC — U — ●● — 1●● — HL, Stm
* is the total number of green creatures in play. 2/1+*
An-Havva Inn — SOR — U — ●●● — 1●● — HL
Gain X+1 life where X is the number of green creatures in play.
Apes of Rath — SC — U — ●●● — 2●● — TM
If Apes attacks, it does not untap during your next untap phase. 5/4.
Arboria — EW — U — ●● — 2●● — LG
If a player doesn't cast a spell or put a card into play on his turn, creatures may not attack that player until after his next turn.
Arctic Wolves — SC — U — ●● — 3●● — WL
CU: 2. When Arctic Wolves comes into play, draw a card. 4/5.
Argothian Pixies — SC — C — ●●● — 1● — AQ, CH
Cannot be blocked by artifact creatures. Damage that Argothian Pixies take from artifact creatures is reduced to 0. 2/1.
Argothian Treefolk — SC — C — ●● — 3●● — AQ
Any damage Treefolk takes from an artifact is reduced to 0. 3/5.
Armor of Thorns — EC — C — ●●● — 1●● — MG
You may play Armor as an instant; if you do, bury it at end of turn. Play only on a non-black creature. Enchanted creature gets +2/+2.
Aspect of Wolf — EC — R — ●●● — 1●● — L,U,R,4th,5th
Target gets +X/+X, where X is half the number of forests you control.
Aurochs — SC — C — ●● — 3●● — IA,5th
Trample. Gains +1/+0 for each other Aurochs that attacks. 2/3.
Autumn Willow — SL — R — ●●●●● — 4●●● — HL
Cannot be the target of spells or effects. ●: Target player may target Autumn Willow with spells or effects till the end of turn. 4/4.
Awakening — EN — R — ●●● — 2●●● — SH
At the beginning of each player's upkeep, untap all creatures and lands.
Avoid Fate — INT — C — ● — ● — LG
Counter target interrupt or enchantment targeting a permanent you control.
Balduvian Bears — SC — C — ●●● — 1●● — IA
2/2.
Barbary Apes — SC — C — ●●● — 1●● — LG
2/2.
Barbed Foliage — EN — U — ●● — 2●●● — MG
When a creature attacks you, it loses flanking. When a creature without flying attacks you, Barbed Foliage deals 1 damage to it.
Barishi — SC — U — ●● — 2●●● — WL
If Barishi is put into graveyard from play, remove Barishi from the game, then shuffle all creature cards from your graveyard into your library. 4/3.
Bayou Dragonfly — SC — C — ●● — 1●● — TM
Flying; swampwalk. 1/1.
• Berserk — INS — U — ●●●●● — ● — ,U
Double target creature's power and give it trampling ability until end of turn. If it attacks, destroy target creature at end of turn.
Birds of Paradise — SC — R — ●●●● — ● — L,U,R,4th,5th
Flying. ●: Add one mana of any color to your mana pool. 0/1.
Blizzard — EN — R — ● — ●●● — IA
CU: 2. Flying creatures do not untap.
Blossoming Wreath — INS — C — ●●● — ● — WL
Gain life equal to the number of creature cards in your graveyard.
Bounty of the Hunt — INS — U — ● — 3●●● — AI
You may remove a green card in your hand from the game to cast Bounty. Put three +1/+1 effects on any number of target creatures until end of turn.
Briar Shield — EC — C — ●●● — ● — WL
+1/+1. Sacrifice: Enchanted creature gets +3/+3 until end of turn.
Broken Fall — EN — C — ●● — 2●● — TM
Return Broken Fall to owner's hand. Regenerate target creature.
Brown Ouphe — SC — C — ●● — ● — IA
1●, ●: Counter an artifact ability that requires an activation cost. 1/1.
Brushwagg — SC — R — ●●● — 1●●● — MG
If Brushwagg blocks or is blocked, it gets -2/+2 until end of turn. 3/2.
Bull Elephant — SC — C — ●●● — 3●● — VS
When Bull Elephant comes into play, return two forests you control to owner's hand or bury Bull Elephant. 4/4
Burgeoning — EN — R — ●● — ● — SH
Whenever any opponent plays a land, you may choose a land card from your hand and put it into play.
Call of the Wild — EN — R — ●●●● — 2●●● — WL
2●●: Reveal the top card of your library to all players. If that card is a creature card, put it into play. Otherwise, bury it.
Camouflage — INS — U — ●● — ● — L,U
Place your attacking creatures face down and rearrange them. Reveal them only after defense is chosen. Ignore illegal blocks.
Canopy Dragon — SC — R — ●●● — 4●●● — MG
Trample. 1●: Flying and loses trample until end of turn. 4/4.
Canopy Spider — SC — C — ●● — 1●● — TM
Canopy Spider can block creatures with flying. 1/3.
Carapace — EC — C — ●● — ● — HL, 5th
+0/+2. Sacrifice Carapace to regenerate the creature it enchants.

Key

• Restricted
• Banned
Banned in Type 1.5 only
Banned in Extended only
ART Artifact
AC Artifact Creature
CR Current Rarity
CU Cumulative Upkeep
EA Enchant Artifact
EC Enchant Creature
EE Enchant Enchantment
EL Enchant Land
EN Enchantment
EW Enchant World
INS Instant
INT Interrupt
LAN Land
LL Legendary Land
MS Mana Source
SC Summon Creature
SL Summon Legend
SOR Sorcery

MAGIC The Gathering®

players guide

Name / Description	Kind	CR	Rating	Cost	Sets Found
Carnassid	SC	R	●●●	4	SH
Trample. 1: Regenerate Carnassid. 5/4.					
Carnivorous Plant	SC	C	●●	3	DK,4th
Counts as a wall. 4/5.					
Cat Warriors	SC	C	●●●	3	LG,CH,5th
Forestwalk. 2/2.					
• **Channel**	SOR	U	●●●●		L,U,R,4th
Add 1 to your pool for each life point you sacrifice.					
Charging Rhino	SC	U	●●●	3	TM
Charging Rhino cannot be blocked by more than one creature. 4/4.					
Choke	EN	U	●●●	2	TM
Islands do not untap during their controllers' untap phases.					
Choking Vines	INS	C	●●●		WL
Play only when blockers are declared. X target attacking creatures are considered blocked. Vines deals 1 damage to each of those creatures					
Chub Toad	SC	C	●●	2	IA,5th
Gains +2/+2 until end of turn when blocked or blocking. 1/1.					
Citanul Druid	SC	U	●●	1	AQ
Add a +1/+1 counter whenever opponent casts an artifact. 1/1.					
City of Solitude	EN	R	●●●●	2	VS
Each player may play spells and abilities only during his or her turn.					
Cockatrice	SC	R	●●●	3	L,U,R,4th,5th
Flying. Any non-wall creature blocking or blocked by Cockatrice is destroyed at end of combat. 2/4.					
Cocoon	EC	U	●●		LG, CH
Put three counters on target creature you control and tap it. Creature does not untap normally while counters remain. Remove a counter during upkeep. When last one is removed, creature gets +1/+1 and flying.					
Concordant Crossroads	EW	R	●●		LG, CH
All creatures are unaffected by summoning sickness.					
Constant Mists	INS	U	●●●	1	SH
Buyback—Sacrifice a land. Creatures deal no combat damage this turn.					
Crash of Rhinos	SC	C	●●●	5	MG
Trample. 8/4.					
Craw Giant	SC	U	●●●	3	LG,CH,5th
Trample, rampage: 2. 6/4.					
Craw Wurm	SC	C	●●	4	L,U,R,4th,5th
6/4.					
Crazed Armodon	SC	R	●●●	2	TM
: Armodon gets +3/+0 and gains trample until end of turn. At end of turn, destroy Crazed Armodon. Use this ability only once each turn. 3/3.					
Creeping Mold	SOR	U	●●●●	2	VS
Destroy target artifact, land, or enchantment.					
Crossbow Ambush	INS	C	●		SH
All creatures you control can block creatures with flying until end of turn.					
Crumble	INS	C	●●●		AQ,R,4th,5th
Bury target artifact. Controller gains life equal to the casting cost.					
Cycle of Life	EN	R	●●	3	MG
Return Cycle of Life to your hand: Target creature you summoned this turn is 0/1 until the beginning of your next upkeep. At the beginning of your next upkeep, put a +1/+1 counter on that creature.					
Cyclone	EN	R	●●	2	AN, CH
Add one token per upkeep. Pay for each token to do 1 damage per token to all players and creatures. Destroy Cyclone if mana is not paid.					
Daughter of Autumn	SL	R	●●	2	HL
: Redirect 1 damage from target white creature to Daughter. 2/4.					
Deadfall	EN	U	●	2	LG
Creatures with forestwalk may be blocked.					
Deadly Insect	SC	U	●●●	4	AI
Cannot be the target of spells or effects. 6/1.					
Decomposition	EC	U	●●	1	MG
Play on a black creature. Creature gains "CU: 1 life." If enchanted creature is put into the graveyard, its controller loses 2 life.					
Dense Foliage	EN	R	●●●	2	WL
Creatures cannot be the target of spells.					
Desert Twister	SOR	U	●●●	2	AN,R,4th,5th
Destroy target permanent.					
Dire Wolves	SC	C	●●	2	IA
Gains banding if you control any plains. 2/2.					
Dirtcowl Wurm	SC	R	●●●●	3	TM
Whenever any opponent plays a land, put a +1/+1 counter on Wurm. 3/4.					
Downdraft	EN	U	●●	2	WL
: Target creature loses flying until end of turn. Sacrifice Downdraft: Downdraft deals 2 damage to each creature with flying.					
Drop of Honey	EN	R	●●●●		AN
Destroy lowest-powered creature during your upkeep. Drop of Honey is destroyed when there are no more creatures.					
Durkwood Boars	SC	C	●	4	LG,4th,5th
4/4.					
Early Harvest	INS	R	●●	2	MG
Target player untaps all basic lands he or she controls.					
Earthcraft	EN	R	●●●	1	TM
Tap an untapped creature you control: Untap target basic land.					
Earthlore	EL	C	●●		IA
: Tap land to give a blocking creature +1/+2 until end of turn.					
Eladamri, Lord of Leaves	SL	R	●●●		TM
All Elves gain forestwalk. Elves cannot be the target of spells or abilities. 2/2.					
Eladamri's Vineyard	EN	R	●●●●		TM
At beginning of each player's main phase, add to that player's pool.					
Elder Druid	SC	R	●●●	3	IA,5th
: Tap or untap one target creature, land, or artifact. 2/2					
Elephant Grass	EN	U	●●●		VS
CU 1. Black creatures cannot attack you. Nonblack creatures cannot attack you unless their controller pays 2 for each attacking creature.					
Elven Cache	SOR	C	●●●●	2	VS
Return target card from your graveyard to your hand.					
Elven Fortress	EN	C	●●		FE
1: Give target blocker +0/+1 until end of turn					
Elven Riders	SC	U	●●	3	LG,4th,5th
Cannot be blocked except by walls and flying creatures. 3/3.					
Elven Rite	SOR	U	●●●	1	SH
Put two +1/+1 counters, distributed any way you choose, on any number of target creatures.					
Elven Warhounds	SC	R	●●●	3	TM
If Warhounds is blocked, put the blocker on top of owner's library. 2/2.					
Elves of Deep Shadow	SC	U	●●●		DK
: Add to mana pool and lose 1 life. 1/1.					
Elvish Archers	SC	R	●●●	1	L,U,R,4th,5th
First strike. 2/1. Misprint: Alpha listed power/toughness as 1/2					
Elvish Bard	SC	U	●●●	3	AI
All creatures able to block Bard must do so. 2/4.					
Elvish Former	SC	R	●●●	1	FE
Put a spore counter on Elvish Former during your upkeep. Remove three spore counters to put a Saproling token, which is a 1/1 green creature, into play. Sacrifice a Saprol ng to go n 2 life. 0/2					
Elvish Fury	INS	C	●●●		TM
Buyback 4. Target creature gets +2/–2 until end of turn.					
Elvish Hunter	SC	C	●●●	1	FE
1, : Target creature does not untap as normal. 1/1.					
Elvish Ranger	SC	C	●●●	2	AI
4/1.					
Elvish Scout	SC	C	●●		FE
, : Untap a target attacking creature you control. Creature neither deals nor receives damage in combat. 1/1					
Elvish Spirit Guide	SC	U	●●●●	2	AI
If Elvish Spirit Guide is in your hand, you may remove it from the game to add to mana pool. 2/2.					
Emerald Charm	INS	C	●●●		VS
Choose one—Untap target permanent; or destroy target global enchantment; or target creature loses flying until end of turn.					
Emerald Dragonfly	SC	C	●●	1	LG, CH
Flying. First strike until end of turn. 1/1.					
Endangered Armodon	SC	C	●●●	2	SH
If you control any creature with toughness 2 or less, sacrifice Armodon. 4/5.					
Erhnam Djinn	SC	U	●●●●●	3	AN, CH
During upkeep give forestwalk to an opponent's creature until next upkeep. 4/5.					
Essence Filter	SOR	C	●●●●	1	IA
Destroy all enchantments or destroy all enchantments that aren't white.					
Eureka	SOR	R	●●	2	LG
Both players may put a permanent from their hand directly in play. Players take turns playing cards until neither wants to play any more permanents. If a spell has an X in its casting cost, X is 0.					
Faerie Noble	SC	R	●●●	2	HL
Flying. All Faeries gain +0/+1. : All Faeries gain +1/+0 until the end of turn. 2/2.					
Fallow Earth	SOR	U	●●●	2	MG
Put target land on top of owner's library.					
Fallow Wurm	SC	U	●●●	2	WL
When Wurm comes into play, discard a land or bury Fallow Wurm. 4/4.					
Familiar Ground	EN	U	●●	2	WL
Each of your creatures cannot be blocked by more than one creature.					
Fanatical Fever	INS	U	●●●	2	IA
Give a creature +3/+0 and trample until end of turn.					
• **Fastbond**	EN	R	●●●		L,U,R
There is no limit to the number of lands you may play in a turn. Does 1 damage to you for each land beyond the first you play in one turn.					
Feral Thallid	SC	J	●●	3	FE
Add a counter during upkeep. Remove three counters: Regenerates. 6/3.					
Femeref Archers	SC	U	●●●	2	MG
: Do 4 damage to target attacking creature with flying. 2/2.					
Feral Instinct	INS	C	●●	1	VS
Target creature gets +1/+1 until end of turn. Cantrip.					
Fire Sprites	SC	C	●●	1	LG
Flying. , : Add to your mana pool. 1/1.					
Flailing Drake	SC	U	●●	3	TM
Flying. If Flailing Drake blocks or is blocked by any creature, that creature gets +1/+1 until end of turn. 2/3.					
Floral Spuzzem	SC	U	●●	3	LG
If Floral Spuzzem attacks and is not blocked, you may destroy a target artifact under opponent's control without dealing damage. 2/2.					
Fog	INS	C	●●		L,U,R,4th,MG,5th
Creatures do not damage one another in combat.					
Folk of An-Havva	SC	C	●●		HL
If assigned as a blocker, Folk get +2/+0 until end of turn. 1/1.					
Folk of the Pines	SC	C	●●	1	IA
1: +1/+0 until end of turn. 2/5.					
Foratog	SC	U	●●●	3	MG
: Sacrifice a forest: +2/+2 until end of turn. 1/2.					
Forbidden Lore	EL	R	●●●	2	IA
: Tap land to give target creature +2/+1 until end of turn.					
Force of Nature	SC	R	●●●●	2	L,U,R,4th,5th
Trample. Pay during upkeep or Force does 8 damage to you. 8/8.					
Forgotten Lore	SOR	U	●●●		IA
Opponent chooses a card in your graveyard. You may pay to have opponent choose a different card. Take the last card chosen.					
Foxfire	INS	C	●	2	IA,5th
Untap attacking creature. Creature neither deals nor receives damage during combat this turn. Cantrip.					
Freyalise Supplicant	SC	U	●●	1	IA
: Sacrifice a red or white creature to deal damage equal to half the creature's power, rounded down, to any target. 1/1.					
Freyalise's Charm	EN	U	●●		IA
Draw a card when any opponent successfully casts a black spell. : Return Freyalise's Charm to your hand.					
Freyalise's Winds	EN	R	●	2	IA
Put a wind counter on any permanent whenever it becomes tapped. Permanents with wind counters do not untap. Instead, remove all wind counters on those permanents.					
Frog Tongue	EC	C	●●		TM
When Frog Tongue comes into play, draw a card. Enchanted creature can block creatures with flying.					
Fugitive Druid	SC	R	●●	3	TM
Whenever any player successfully casts an enchantment spell that targets Fugitive Druid, draw a card. 3/2.					
Fungal Bloom	EN	R	●●●		FE
: Put a spore counter on target Fungus.					
Fungus Elemental	SC	R	●●●	3	WL
: Sacrifice a forest: Put a +2/+2 counter on Fungus Elemental. Use this ability only if Fungus Elemental came into play this turn. 3/3.					
Fungusaur	SC	R	●●●	3	L,U,R,4th,5th
Gets a +1/+1 counter after any turn when Fungusaur has been damaged but not destroyed. 2/2.					
Fyndhorn Brownie	SC	C	●●	2	IA
2, : Untap a creature. 1/1.					
Fyndhorn Druid	SC	C	●●	2	AI
If Druid is put into graveyard after it blocks, gain 4 life. 2/2.					
Fyndhorn Elder	SC	U	●●●	2	IA,5th
: Add to your mana pool. 1/1.					
Fyndhorn Elves	SC	C	●●●●		IA
: Add to your mana pool. 1/1.					
Fyndhorn Pollen	EN	R	●●	2	IA
CU: 1 All creatures get -1/-0. 1 Creatures get -1/-1 until end of turn.					
Gaea's Avenger	SC	R	●●	3	AQ
*=number of artifacts opponent has in play. */*+1.					
Gaea's Blessing	SOR	U	●●●	1	WL
Target player shuffles up to three target cards from his or her graveyard into his or her library. Draw a card. If Gaea's Blessing is put into your graveyard from your library, shuffle your graveyard into your library.					
Gaea's Liege	SC	R	●●●	3	L,U,R,4th
: Turn any land into a basic forest. All target lands return to normal when Gaea's Liege leaves play. * is the number of forests you control; when attacking, * is the number of forests defender controls. */*.					
Gaea's Touch	EN	C	●●●		DK
You may put one extra land into play in each of your turns, if that land is a basic forest. Sacrifice Gaea's Touch to add to your mana pool.					
Gargantuan Gorilla	SC	R	●●●	3	AI
During your upkeep, sacrifice a forest, or bury Gorilla and take 7 damage. If you sacrifice a snow-covered forest, Gorilla gains trample until end of turn. : Gorilla deals damage equal to its power to any other target creature. Creature deals damage equal to its power to Gorilla. 7/7.					
Ghazbán Ogre	SC	C	●●		AN,CH,5th
During controller's upkeep, Ghazbán Ogre switches to the control of the player with the most life. 2/2.					
Giant Badger	SC	R	●●●	2	PR
Badger gets +2/+2 until end of turn if assigned as a blocker. 2/2.					
Giant Caterpillar	SC	C	●●●	3	VS
, Sacrifice Giant Caterpillar: Put a Butterfly token into play at end of turn. Treat this token as a 1/1 green creature with flying. 3/3.					

KILLER COMBOS





Bellowing Fiend and Farrel's Mantle: The Fiend puts up quite a tantrum when he doesn't get what he wants—namely, damaging your opponent. With Farrel's Mantle, you can put your Fiend to work while still letting him stick it to your foe. If the Fiend goes unblocked, shoot five damage at an opposing creature and your opponent will still take damage from the Fiend as if you didn't use the Mantle. Farrely Fiendish!

Name / Description	Kind	CR	Rating	Cost	Sets Found
Giant Growth	INS	C	●●●●	🌲	L,U,R,4TH,IA,5th
Target creature gets +3/+3 until end of turn.					
Giant Mantis	SC	C	●●●	3🌲	MG
Giant Mantis can block creatures with flying. 2/4.					
Giant Spider	SC	C	●●●	3🌲	L,U,R,4th,5th
Giant Spider can block creatures with flying. 2/4					
Giant Turtle	SC	C	●	1🌲🌲	LG
Giant Turtle may not attack if it did so during your last turn. 2/4.					
Gibbering Hyenas	SC	C	●●	2🌲	MG
Gibbering Hyenas cannot block black creatures. 3/2.					
Gift of the Woods	EC	C	●●●	🌲	AI
If enchanted creature blocks or is blocked by any creatures, it gets +0/+3 until end of turn and you gain 1 life.					
Glyph of Reincarnation	INS	C	●	🌲	LG
Bury all creatures blocked by target wall this turn. For each such creature, choose a creature from attacker's graveyard and return it to play under attacker's control. Play after combat.					
Gorilla Berserkers	SC	C	●●●	2🌲🌲	AI
Trample, rampage: 2. Cannot be blocked by less than three creatures. 2/3.					
Gorilla Chieftain	SC	C	●●●	2🌲🌲	AI
1🌲: Regenerate. 3/3.					
Gorilla Pack	SC	C	●	2🌲	IA
Foresthome. 3/3.					
Granger Guildmage	SC	C	●●●	🌲	MG
✱,🔷; Target creature gains first strike. 🔵,🔷: Granger Guildmage does 1 damage to target creature or player and 1 damage to you. 1/1.					
Grizzly Bears	SC	C	●●●	1🌲	L,U,R,4th,5th
2/2.					
Hail Storm	INS	U	●●	1🌲🌲	AI
Hail Storm deals 2 damage to each attacking creature and 1 damage to you and each creature you control.					
Hall of Gemstone	EW	R	●●●●	1🌲🌲	MG
During each player's upkeep, that player chooses a color. Until end of turn, each mana-producing land only produces mana of the chosen color.					
Harrow	INS	U	●●	2🌲	TM
Sacrifice a land: Search your library for up to two basic land cards and put them into play. Shuffle your library afterwards.					
Harvest Wurm	SC	C	●	1🌲	WL
When Harvest Wurm comes into play, return any basic land card from your graveyard to your hand or bury Harvest Wurm. 3/2.					
Heartwood Dryad	SC	C	●●●	1🌲	TM
Heartwood Dryad can block creatures with shadow. 2/1.					
Heartwood Giant	SC	R	●●	3🌲🌲	TM
🔷, Sacrifice a forest: Giant deals 2 damage to target player. 4/4.					
Heartwood Treefolk	SC	U	●●●	2🌲🌲	TM
Forestwalk. 3/4.					
Hermit Druid	SC	R	●●	1🌲	SH
🌲, 🔷: Reveal cards from the top of your library until you reveal a basic land card. Put that card into your hand and put all other revealed cards into your graveyard. 1/1					
Hidden Path	EN	R	●●●	2🌲🌲🌲	DK
All green creatures gain forestwalk.					
Hornet Cobra	SC	C	●	1🌲🌲	LG
First strike. 2/1.					
Horned Sliver	SC	U	●●●	2🌲	TM
All Slivers gain trample. 2/2.					
Hot Springs	EL	R	●●	1🌲	IA
⟳: Tap land Hot Springs enchants to prevent 1 damage to any target.					
Hungry Mist	SC	C	●●●	2🌲🌲	HL,5th
During your upkeep, pay 2🌲 or bury Hungry Mist. 6/2.					
Hurricane	SOR	L	●●●●	X🌲	L,U,R,4TH,IA,5th
Do X damage to all players and flying creatures.					
Ice Storm	SOR	U	●●●	2🌲	L,U
Destroy any one land.					
Ichneumon Druid	SC	U	●	1🌲🌲	LG
Do 4 damage to any player casting an instant, except for the first one cast by that player that turn. 1/1.					
Ifh-Biff Efreet	SC	R	●●●●	2🌲🌲	AN
Flying, 🌲: Do 1 damage to all players and flying creatures; this ability may be used by any player. 3/3.					
Instill Energy	EC	U	●●	🌲	L,U,R,4th,5th
You may untap creature one extra time during your turn; target may attack when it comes into play.					
Ironroot Treefolk	SC	C	●	4🌲	L,U,R,4th,5th
3/5.					
Jahtuli Wurm	SC	U	●●●	5🌲	IA,5th
Jahtuli Wurm gets -2/-1 for each extra creature blocking it. 6/6.					
Jolrael's Centaur	SC	C	●●●●	1🌲🌲	MG
Flanking. Cannot be the target of spells or effects. 2/2.					
Joven's Ferrets	SC	C	●●●	🌲	HL
If Ferrets attack, they get +0/+2. At end of combat, tap all creatures blocking Ferrets. They don't untap as normal next untap phase. 1/1.					
Jungle Patrol	SC	R	●●●	3🌲	MG
1🌲,🔷: Put a Wood token into play. Treat as a 0/1 green creature that counts as a wall. Sacrifice a token. Add 🟢 to your mana pool. 3/2.					
Jungle Wurm	SC	C	●●●	3🌲🌲	MG
Jungle Wurm gets -1/-1 for each extra creature blocking it. 5/5.					
Juniper Order Druid	SC	C	●●●	2🌲	IA
🔷: Untap a land of your choice. 1/1.					
Karoo Meerkat	SC	U	●●●	1🌲	MG
Protection from blue. 2/1.					
Katabatic Winds	EN	R	●●	2🌲	VS
Phasing. Creatures with flying cannot attack, block, or use any ability that includes 🔷 in the activation cost.					
Kaysa	SL	R	●●●	3🌲🌲	AI
All green creatures you control get +1/+1. 2/3.					
Killer Bees	SC	U	●●●	1🌲🌲	LG,4th,5th
Flying, 🌲: Give Bees +1/+1 until end of turn. 0/1.					
King Cheetah	SC	C	●●	3🌲	VS
You may play King Cheetah whenever you can play an instant. 3/2.					
Krakilin	SC	U	●●●	X🌲🌲	TM
Comes into play with X +1/+1 counters on it. 1🌲: Regenerate. 0/0.					
Kudzu	EL	R	●	1🌲🌲	L,U,R
When target land is tapped, it is destroyed. The player who just lost a land to Kudzu must place it on any other land in play.					
Kyscu Drake	SC	U	●●	3🌲	VS
Flying, 🌲: +0/+1 until end of turn. (Max 🌲) Sacrifice Kyscu and Spitting Drake. Search your library for Viashivan Dragon and put it into play. 2/2.					
Land Leeches	SC	C	●●	1🌲🌲	DK,4th
First strike. 2/2.					
Leaping Lizard	SC	C	●●	1🌲🌲	HL
1🌲: Flying and -0/-1 until the end of turn. 2/3					
Ley Druid	SC	U	●●●	2🌲	L,U,R,4th,5th
🔷: Untap a land of your choice. 1/1.					
Lhurgoyf	SC	R	●●●●	2🌲🌲	IA,5th
* equals the total number of creatures in all graveyards. */*+1.					
Lichenthrope	SC	R	●●	3🌲🌲	VS
For each 1 damage dealt to Lichenthrope, put a -1/-1 counter on it instead. During your upkeep, remove one of these counters from Lichenthrope. 5/5.					
Liege of the Hollows	SC	R	●●●	2🌲🌲	WL
If Liege is put into graveyard from play, each player may pay any amount of mana to put that number of 1/1 green Squirrel tokens into play. 3/4.					
Lifeforce	EN	U	●●●	🌲🌲	L,U,R,4th,5th
🌲🌲: Counter a black spell as it is being cast .					
Lifelace	INT	R	●	🌲	L,U,R,4th
Changes the color of one card in play to green.					
Living Artifact	EA	R	●●●	🌲	L,U,R,4th,5th
Put one counter on target artifact for each life you lose. During your upkeep, you may trade one and only one counter for 1 life.					
Living Lands	EN	R	●●●	3🌲	L,U,R,4th,5th
Treat all forests in play as 1/1 creatures.					



Yes, it's banned. But without an X damage spell like Fireball, Channel doesn't loom quite as huge. When rating a card, we consider its power on its own. If it needs another card to work well, it will have a harder time getting a higher rating. That said, Channel is still a potent card on its lonesome. Being able to turn two green mana and your life into mana is an ability with many applications.

Name / Description	Kind	CR	Rating	Cost	Sets Found
Living Plane	EW	R	●●●	2🌲🌲	LG
All lands are are now also 1/1 creatures.					
Llanowar Behemoth	SC	U	●●●●	3🌲🌲	WL
Tap a creature you control: +1/+1 until end of turn. 4/4.					
Llanowar Druid	SC	C	●●	1🌲	WL
🔷, Sacrifice Llanowar Druid: Untap all forests. 1/2.					
Llanowar Elves	SC	C	●●●●	🌲	L,U,R,4th,5th
🔷: Add 🌲 to your mana pool 1/1					
Llanowar Sentinel	SC	C	●●●	2🌲	WL
When Llanowar Sentinel comes into play, you may pay 1🌲 to search your library for a Llanowar Sentinel card. Put that card into play. 2/3					
Locust Swarm	SC	U	●●●	3🌲	MG
Flying, 🌲: Regenerate. 🌲: Untap Locust Swarm. Use only once each turn. 1/1.					
Lowland Basilisk	SC	C	●●●	2🌲	SH
Whenever Lowland Basilisk damages any creature, destroy that creature at end of combat. 1/3.					
Lure	EC	U	●●●	1🌲🌲	L,U,R,4TH,IA,5th
All creatures that can block target creature must do so.					
Lure of Prey	INS	R	●●●	2🌲🌲	MG
Play only if an opponent cast a summon spell this turn. Put a green summon card from your hand into play as though it were just played.					
Lurker	SC	R	●●●	2🌲	DK
Cannot be target of spells unless it attacked or blocked this turn. 2/3.					
Maddening Wind	EC	U	●●	2🌲	IA
CU. 🌲: During target creature's controller's upkeep, Maddening Wind does 2 damage to that player.					
Mammoth Harness	EC	R	●	3🌲	HL
Target creature loses flying. Creatures assigned to block or who are blocked by Mammoth Harness get first strike until the end of turn.					
Maro	SC	R	●●●●	2🌲🌲	MG
* is equal to the number of cards in your hand. */*.					

Name / Description	Kind	CR	Rating	Cost	Sets Found
Marsh Viper	SC	C	●●	3🌲	DK,4th,5th
Opponent takes 2 poison counters when damaged by Viper. 1/2.					
Master of the Hunt	SC	R	●●●	2🌲🌲	LG
2🌲🌲: Put a Wolves of the Hunt token, a 1/1 green creature that may bond with other Wolves of the Hunt, in play. 2/2.					
Metamorphosis	SOR	C	●	🌲	AN, CH
Sacrifice a creature to gain mana equal to its casting cost + 1. This mana can be of any one color, but it can only be used for summon spells.					
Mindbender Spores	SC	R	●●	2🌲	MG
Flying. Whenever Spores blocks a creature, put four counters on the creature. During controller's untap, remove a counter from the creature. As long as creature has any counters, it does not untap as normal. 0/1.					
Mirri's Guile	EN	R	●●●	4🌲	TM
During your upkeep, you may look at the top three cards of your library and put them back in any order.					
Mongrel Pack	SC	R	●●●	3🌲	TM
If Mongrel Pack is put into any graveyard from play during combat, put four Hound tokens into play. Treat these tokens as 1/1 green creatures. 4/1					
Mortal Wound	EC	C	●●	🌲	VS
If damage is dealt to enchanted creature, destroy it.					
Moss Monster	SC	C	●	3🌲🌲	LG
3/6.					
Mtenda Lion	SC	C	●●●	2🌲	MG
If Mtenda Lion attacks, defending player may pay 🌲 to have it deal no combat damage this turn. 2/1.					
Mulch	SOR	C	●●●	1🌲	SH
Reveal the top four cards of your library to all players. Put any of those cards that are lands into your hand and the rest into your graveyard.					
Muscle Sliver	SC	C	●●●	1🌲	TM
All Slivers get +1/+1. 1/1.					
Mwonvuli Ooze	SC	R	●●●	🌲	WL
CU: 🔷. Mwonvuli Ooze has power and toughness each equal to 1 plus its last paid cumulative upkeep. 1+*/1+*.					
Nafs Asp	SC	C	●●	🌲	AN,4th
If Nafs Asp damages opponent, it deals an additional 1 damage during opponent's next upkeep unless 🔷 is paid before then. 1/1.					
Natural Balance	SOR	R	●●●●	2🌲🌲	MG
Each player with six or more lands sacrifices enough lands to reduce his total to five. Each player with four or fewer lands may search his library for enough basic land to bring his total to five and put them into play.					
Natural Order	SOR	R	●●●	2🌲🌲	VS
Sacrifice a green creature: Search your library for a green creature card, put it into play as if it were just played, then shuffle your library.					
Natural Selection	INS	R	●	🌲	L,U
Look at top three cards of any library. You may then shuffle that library.					
Natural Spring	SOR	C	●●●	3🌲🌲	TM
Target player gains 8 life.					
Nature's Chosen	EC	U	●●●	🌲	AI
Play on one of your creatures. 🔷: Untap creature. Use only during your turn and only once per turn. 🔷: Tap creature to untap a permanent. Use only if enchanted creature is white and only once each turn.					
Nature's Kiss	EC	C	●●●	1🌲	WL
1🌲: Remove top card in your graveyard from the game: Enchanted creature gets +1/+1 until end of turn.					
Nature's Lore	SOR	U	●●●	1🌲	IA,5th
Search your library for one forest and put it into play.					
Nature's Resurgence	SOR	R	●●●	2🌲🌲	WL
Each player draws a number of cards equal to the number of creature cards in his or her graveyard.					
Nature's Revolt	EN	R	●●●	3🌲🌲	TM
All lands are 2/2 creatures.					
Nature's Wrath	EN	R	●●●	1🌲🌲	AI
During your upkeep, pay 🌲 or bury Nature's Wrath. Whenever a player puts a swamp or black permanent into play, he sacrifices a swamp or black permanent. Whenever a player puts an island or a blue permanent into play, he sacrifices an island or a blue permanent.					
Needle Storm	SOR	U	●●	2🌲	TM
Needle Storm deals 4 damage to each creature with flying.					
Nettletooth Djinn	SC	U	●●●	3🌲	MG
During your upkeep, Nettletooth Djinn deals 1 damage to you. 4/4.					
Nioli Silvain	SC	R	●●	🌲🌲🌲	DK
🌲🌲🌲, 🔷: Regenerate target creature. 2/2.					
Night Soil	EN	C	●●●	🌲🌲	FE
1🌲: Take two creatures in any graveyard and remove them from the game to put a Saproling token, a 1/1 green creature, into play.					
Nurturing Licid	SC	U	●●●	1🌲	TM
🌲,🔷: Licid loses this ability and becomes a creature enchantment that reads "🌲: Regenerate enchanted creature" instead of a creature. Move Licid onto target creature. You may pay 🌲 to end this effect. 1/1.					
Overgrowth	EL	C	●●	2🌲	SH
Whenever enchanted land is tapped for mana, it produces an additional 🌲🌲.					
Overrun	SOR	U	●●●●	2🌲🌲🌲	TM
All creatures you control get +3/+3 and gain trample until end of turn.					
Pale Bears	SC	R	●●●	2🌲	IA
Islandwalk 2/2.					
Panther Warriors	SC	C	●●●	4🌲	VS
6/3.					
People of the Woods	SC	U	●●	🌲🌲	DK
=number of forests you control. 1/.					
Pincher Beetles	SC	C	●●●	2🌲	TM
Pincher Beetles cannot be the target of spells or abilities. 3/1.					
Pixie Queen	SC	R	●●	2🌲🌲	LG
🌲🌲🌲, 🔷: Give target creature flying until end of turn. 1/1.					
Powerleech	EN	U	●●●	🌲🌲	AQ
Gain 1 life each time an opponent's artifact becomes tapped, or each time the activation cost of an opponent's artifacts is paid.					
Pradesh Gypsies	SC	C	●●	2🌲	LG,4th,5th
1🌲, 🔷: Give target creature -2/-0 until end of turn. 1/1.					
Preferred Selection	EN	R	●●●	2🌲🌲	MG
At the beginning of your draw phase, look at the top two cards of your library and choose one. Put that card on the bottom of your library, or sacrifice Preferred Selection and pay 2🌲🌲 to draw the card.					
Primal Order	EN	R	●●●●	2🌲🌲	HL,5th
During player's upkeep, Primal Order deals 1 damage to that player for each non-basic land he controls.					
Primal Rage	EN	U	●●	1🌲	SH
All creatures you control gain trample.					

Key

- Restricted
- Banned
- Banned in Type 1.5 only
- Banned in Extended only

ART Artifact
AC Artifact Creature
CR Current Rarity
CU Cumulative Upkeep
EA Enchant Artifact
EC Enchant Creature
EE Enchant Enchantment
EL Enchant Land
EN Enchantment
EW Enchant World
INS Instant
INT Interrupt
LAN Land
LL Legendary Land
MS Mana Source
SC Summon Creature
SL Summon Legend
SOR Sorcery

MAGIC The Gathering® players guide

Name	Kind	CR	Rating	Cost	Sets Found
Description					

Provoke INS C ●● 1🟢 SH
Untap target creature you do not control. That creature blocks this turn if able. Draw a card.

Pygmy Allosaurus SC R ●●● 2🟢 IA
Swampwalk. 2/2.

Pyknite SC C ●● 2🟢 IA
Draw a card at start of the turn after Pyknite comes into play. 1/1.

Quirion Druid SC R ●●● 2🟢 VS
🟢, 🟢: Target land becomes a 2/2 green creature permanently. That land still counts as a land. 1/2.

Quirion Elves SC C ●●●● 1🟢 MG
When you play Quirion Elves, choose a color. 🟢: Add one mana of the chosen color to your mana pool. 🟢: Add 🟢 to your mana pool. 1/1.

Quirion Ranger SC C ●●●● 🟢 VS
Return a forest you control to owner's hand: Untap target creature. Use this ability only once each turn. 1/1.

Rabid Wombat SC U ●●● 2🟢🟢 LG,CH,5th
+2/+2 for each enchantment on it. Doesn't tap when attacking. 0/1.

Radjan Spirit SC U ●●● 3🟢 LG,4th,5th
🟢: Target creature loses flying ability until turn ends. 3/2.

Rampant Growth SOR C ●●● 1🟢 MG,TM
Search your library for a basic land card and put it into play, tapped.

Reality Anchor INS C ●● 1🟢 TM
Target creature loses shadow until end of turn. Draw a card.

Reap INS U ●●● 1🟢 TM
Return any number of target cards from your graveyard to your hand. You cannot choose more cards than the number of black permanents target opponent controls.

• **Rebirth** SOR R ●● 3🟢🟢🟢 LG,4th
Each player may be healed to 20 life. Any player so choosing antes an additional card from top of his library. Remove if not playing for ante.

Recycle EN R ●●●● 3🟢🟢 TM
Skip your draw phase. Whenever you play a card, draw a card. During your discard phase, choose and discard all but two cards.

Redwood Treefolk SC C ●● 2🟢 WL
3/6.

Regeneration EC C ●● 1🟢 L,U,R,4TH,IA,MG,5th
🟢: Regenerate enchanted creature.

• **Regrowth** SOR U ●●●●● 2🟢 L,U,R
Bring a card from your graveyard into your hand.

Reincarnation INS U ●●● 1🟢🟢 LG
If target creature goes to the graveyard this turn, put a creature from that graveyard directly into play under the control of its owner.

Renewal SOR C ● 2🟢 HL
Sacrifice a land to search your library and put a basic land into play. Contrip.

Respite INS C ●●● 1🟢 TM
Creatures deal no combat damage this turn. Gain 1 life for each attacker.

Revelation EW R ●● 🟢 LG, CH
All players play with their hands face up.

Rime Dryad SC C ●● 🟢 IA
Snow-covered forestwalk. 1/2

Ritual of Subdual EN R ●● 3🟢🟢 IA
CU 2. All mana-producing lands now produce colorless mana.

River Boa SC C ●●●● 1🟢 VS
Islandwalk. 🟢. Regenerate. 2/1.

Rogue Elephant SC C ●●● 🟢 WL
When Elephant comes into play, sacrifice a forest or bury Elephant. 3/3.

Root Maze EN R ●● 🟢 TM
All artifacts and lands come into play tapped.

Rootbreaker Wurm SC C ●● 5🟢🟢 TM
Trample. 6/6.

Roots EC U ●● 2🟢 HL
Tap target creature without flying. That creature does not untap.

Roots of Life EN U ●●● 1🟢🟢 MG
Choose islands or swamps. Whenever a land of the chosen type that target opponent controls becomes tapped, gain 1 life.

Root Spider SC U ● 3🟢 HL
If assigned as a blocker, Spider gains first strike and +1/+0. 2/2.

Rootwalla SC C ●●● 2🟢 TM
1🟢: Rootwalla gets +2/+2 until end of turn. Use this ability only once each turn. 2/2

Rowen EN R ●●● 2🟢🟢 VS
During your draw phase, reveal the first card you draw to all players. If that card is a basic land, draw a card.

Rust INT C ● 🟢 LG
Counter target artifact effect that requires an activation cost.

Rysorian Badger SC R ●● 2🟢 HL
If Badger is not blocked, you may have it deal no damage this turn. Instead, remove from the game no more than two creatures from opponent's graveyard. Gain one life for each creature removed. 2/2.

Sabertooth Cobra SC C ●● 2🟢 MG
A player damaged by Sabertooth Cobra gets a poison counter. During that player's next upkeep, he gets another poison counter unless he pays 2 before then to prevent this effect 2/2.

Sandstorm INS C ●● 🟢 AN,4th,MG
Do 1 damage to all attacking creatures.

Savaen Elves SC C ● 🟢 DK
🟢🟢, 🟢: Destroy target enchant land. 1/1.

Scaled Wurm SC C ●● 3🟢 IA,5th
7/6.

Scarwood Bandits SC R ●●● 3🟢🟢 DK
Forestwalk. 2🟢🟢, 🟢: Control target artifact. Opponent may counter this by paying 2. You lose control of artifact if Bandits leave play. 2/2.

Scarwood Hag SC U ●●● 1🟢 DK
🟢🟢🟢🟢, 🟢: Give target creature forestwalk until end of turn. 🟢: Remove forestwalk from target creature until end of turn. 1/1.

Scavenger Folk SC C ●●● 🟢 DK,CH,5th
1🟢: Sacrifice Scavenger Folk to destroy target artifact. 1/1.

Scragnoth SC U ●●● 2🟢🟢 TM
Protection from blue. While Scragnoth is being cast, it cannot be countered. 3/4.

Scryb Sprites SC C ●● 🟢 L,U,R,4th,5th
Flying. 1/1.

Seedling Charm INS C ●●● 🟢 MG
Return target creature enchantment to owner's hand; or regenerate a green creature; or target creature gains trample until end of turn.

Seeds of Innocence SOR R ●●● 2🟢🟢 MG
Bury all artifacts. Each artifact's controller gains an amount of life equal to that artifact's casting cost

Seeker of Skybreak SC C ●●●● 1🟢 TM
🟢: Untap target creature. 2/1.

Serene Heart INS C ●● 1🟢 MG
Destroy all local enchantments.

Shambling Strider SC C ●●● 2🟢🟢 IA
🟢🟢: +1/-1 until end of turn. 5/5.

Shanodin Dryads SC C ●● 🟢 L,U,R,4th,5th
Forestwalk. 1/1.

Shelkin Brownie SC C ● 1🟢 LG
🟢: Remove banding ability from target creature until end of turn. 1/1.

Shrink INS C ●● 🟢 HL,5th
Target creature gets -5/-0 until the end of turn.

Singing Tree SC R ●●● 3🟢 AN
🟢: Reduce attacking creature's power to 0 until end of turn. 0/3.

Name	Kind	CR	Rating	Cost	Sets Found
Description					

Splintering Wind EN C ●●● 2🟢🟢 AI
2🟢: Do one damage to target creature. Put a Splinter token into play. Treat as a 1/1 flying green creature with CU: 🟢. If this token leaves play, it deals 1 damage to you and to each creature you control.

Spore Cloud INS C ●●● 2🟢🟢 FE
Tap all blocking creatures. No creatures in combat do no damage. No creatures in combat untap as normal during their controller's next untap phase.

Spore Flower SC U ●● 1🟢🟢 FE
Put a counter on Flower during upkeep. Remove three counters from Flower to prevent creatures from dealing damage in combat. 0/1.

Stalking Tiger SC C ●● 2🟢 MG
Stalking Tiger cannot be blocked by more than one creature. 3/3.

Stampede INS R ●●● 1🟢🟢 IA,5th
All attacking creatures get trample and +1/+0 until end of turn.

Stampeding Wildebeests SC U ●●● 2🟢🟢 VS
Trample. During your upkeep, return a green creature you control to owner's hand. 5/4.

Storm Seeker INS U ●●●● 2🟢 LG, CH
Do 1 damage to opponent for every card he has in hand.

Storm Front EN U ●●● 🟢 TM
🟢🟢: Tap target creature with flying.

Stream of Life SOR C ●●● X🟢 L,U,R,4th,5th
Target player gains X life.

Striped Bears SC C ●● 1🟢 WL
When Striped Bears comes into play, draw a card. 2/2

Stunted Growth SOR R ●●●● 3🟢🟢 IA
Target player must put three cards from his hand on top of his library.

KILLER COMBOS





Dream Halls and Sliver Queen: Getting five mana isn't so hard; getting one of each color is. If you're looking to secure the services of the Sliver Queen, try searching in the Dream Halls. Yes, we still think it's the worst card in *Stronghold*, but you can still use it to get big momma in play. Just chuck a worthless blue spell like, say, another Dream Halls, and BLAMMO! Instant Sliver Queen.

Skyshroud Archer SC C ●● 🟢 SH
🟢: Target creature with flying gets -1/-1 until end of turn. 1/1.

Skyshroud Elf SC C ●●● 1🟢 TM
🟢: Add 🟢 to your mana pool. 🟢: Add ✱ or 🟢 to your mana pool. 1/1.

Skyshroud Ranger SC C ●●● 🟢 TM
🟢: Choose a land in your hand and put it into play. Play as a sorcery. 1/1

Skyshroud Troll SC C ●●● 2🟢🟢 TM
2🟢: Regenerate Skyshroud Troll. 3/3.

Skyshroud Troopers SC C ●● 3🟢 SH
🟢, Add 🟢 to your mana pool. Play this ability as a mana source 3/3.

Snowblind EC R ● 3🟢 IA
Target creature gets -*/-*. * is the number of snow-covered lands the defender controls when creature attacks. Otherwise, * equals number of snow-covered lands creature's controller owns.

Spectral Bears SC U ●●● 2🟢 HL
If Bears is declared as an attacker and defending player controls no black cards, Bears do not untap as normal next untap phase. 3/3.

Spider Climb EC C ●●● 🟢 VS
You may play Spider Climb as an instant; if you do, bury it at end of turn Creature gets +0/+3 and can block creatures with flying.

Spike Breeder SC R ●●● 3🟢 SH
Breeder comes into play with three +1/+1 counters on it. 2, Remove a +1/+1 counter from Breeder: Put a +1/+1 counter on target creature. 2, Remove a +1/+1 counter from Breeder: Put a Spike token into play. Treat this token as a 1/1 green creature. 0/0.

Spike Colony SC C ●●● 4🟢 SH
Spike Colony comes into play with four +1/+1 counters on it. 2, Remove a +1/+1 counter from Colony: Put a +1/+1 counter on target creature. 0/0.

Spike Drone SC C ●● 🟢 TM
Spike Drone comes into play with one +1/+1 counter on it. 2, Remove a +1/+1 counter from Drone: Put a +1/+1 counter on target creature. 0/0

Spike Feeder SC U ●●● 1🟢🟢 SH
Spike Feeder comes into play with two +1/+1 counters on it. 2, Remove a +1/+1 counter fro Spike Feeder: Put a +1/+1 counter on target creature. Remove a +1/+1 counter from Spike Feeder. Gain 2 life. 0/0

Spike Soldier SC U ●●● 2🟢🟢 SH
Soldier comes into play with three +1/+1 counters on it. 2, Remove a +1/+1 counter from Soldier: Put a +1/+1 counter on target creature. Remove a +1/+1 counter from Soldier. Soldier gets +2/+2 until end of turn. 0/0.

Spike Worker SC C ●● 2🟢 SH
Worker comes into play with two +1/+1 counters on it. 2, Remove a +1/+1 counter from Worker: Put a +1/+1 counter on target creature. 0/0.

Spined Wurm SC C ●● 4🟢 SH
5/4.

Spitting Slug SC U ●● 2🟢🟢 DK
1🟢: First strike until end of turn. If this ability is not used, every creature in combat with Slug gains first strike until end of turn. 2/4.

Subdue INS C ●● 🟢 LG
Target creature deals 0 damage. It gets +0/+X, where X is its casting cost.

Summer Bloom SOR U ●● 1🟢 VS
You may play up to three additional lands this turn.

Superior Numbers SOR U ●● 2🟢🟢 MG
Deal to target creature 1 damage for each creature you control in excess of the number of creatures target opponent controls.

Sylvan Hierophant SC U ●●● 1🟢 WL
If Sylvan Hierophant is put into any graveyard from play, remove Sylvan Hierophant from the game, then return a creature card from your graveyard to your hand. 1/2.

Sylvan Library EN R ●●●● 1🟢 LG,4th,5th
You may draw two extra cards during your draw phase, then either put two of the cards drawn this turn back or pay 4 life per card not replaced.

Sylvan Paradise INS U ● 🟢 LG
Change the color of one or more creatures to green until end of turn.

Tarpan SC C ●● 🟢 IA,5th
You gain 1 life if Tarpan goes to the graveyard from play. 1/1.

Taste of Paradise SOR C ●●● 2🟢 AI
Gain 3 life. Gain 3 life for each 1🟢 you pay over the casting cost.

Tempting Licid SC U ●● 2🟢 SH
🟢, 🟢: Licid loses this ability and becomes a creature enchantment that reads "All creatures able to block enchanted creature do so" instead of a creature. Move Licid onto target creature. You may pay 🟢 to end this effect. 2/2.

Thallid SC C ●●● 🟢 FE
Put a counter on Thallid during upkeep. Remove three counters to put a Saproling token, which is a 1/1 green creature, in play. 1/1.

Thallid Devourer SC U ●● 1🟢🟢 FE
Put a counter on Thallid Devourer during upkeep. Remove three counters to put a Saproling token, which is a 1/1 green creature, into play. Sacrifice a Saproling: +1/+2 until end of turn. 2/2.

Thelonite Druid SC U ●●● 2🟢 FE
1🟢, 🟢: Sacrifice a green creature to turn your forests into 2/3 creatures until end of turn. 1/1.

Thelonite Monk SC R ●●● 2🟢🟢 FE
🟢: Sacrifice a green creature to turn a land into a basic forest. 1/2.

Thelon's Chant EN U ●● 1🟢🟢 FE
Do 3 damage to any player who puts a swamp into play without putting a -1/-1 counter on a creature he controls.

Thelon's Curse EN R ●● 2🟢🟢 FE
Blue creatures do not untap as normal. During upkeep, a blue creature's controller may pay 🔵 to untap one and only one creature.

Thermokarst SOR U ●●● 1🟢🟢 IA
Destroy target land. You gain 1 life if that land is snow-covered.

Thicket Basilisk SC U ●●● 3🟢🟢 L,U,R,4th,5th
Any non-wall creature blocking or blocked by Basilisk is destroyed. 2/4.

Thorn Thallid SC C ●●● 1🟢🟢 FE
During your upkeep, put a spore counter on Thorn Thallid. Remove three counters to have it deal 1 damage to any target. 2/2.

Thoughtleech EN U ●●● 2🟢🟢 IA
Gain 1 life whenever target opponent taps an island.

Timber Wolves SC R ●● 🌳 L,U,R,4th
Banding. 1/1.
Tinder Wall SC C ●●●● 🌳 IA
Sacrifice: Add 🔴🔴, 🔴. Sacrifice: Do 2 damage to creature it blocks. 0/3.
Titania's Song EN U ●●● 3🌳 AQ,R,4th,5th
Every non-creature artifact loses its abilities and becomes an artifact creature with power and toughness equal to its casting cost.
Tornado EN R ● 4🌳 AI
CU: 🌳. 2🌳: Pay 3 life for each counter on Tornado. Destroy target permanent and put a counter on Tornado. Use only once each turn.
Touch of Vitae INS U ●● 2🌳 IA
Target is unaffected by summoning sickness and may untap an extra time. Contrip
Tracker SC R ●●● 1🌳🌳 DK
🌳🌳, 🌀: Do damage in power to target creature. Target creature does damage equal to its power to Tracker. 2/2.
Trailblazer INS R ●●● 2🌳🌳 IA
Target creature may not be blocked this turn.
Trained Armodon SC C ●● 1🌳🌳 TM
3/3
Tranquil Domain INS C ●●●● 1🌳 MG
Destroy all global enchantments.
Tranquil Grove EN R ●●●● 1🌳 WL
1🌳🌳: Destroy all other enchantments
Tranquility SOR C ●●●● 2🌳 L,U,R,4th,5th,TM
Destroy all enchantments in play.
Tropical Storm SOR U ●●● X🌳 MG
Do X damage to all flying creatures and 1 damage to all blue creatures.
Trumpeting Armodon SC U ●●● 3🌳 TM
1🌳: Target creature blocks Trumpeting Armodon this turn if able. 3/3.
Tsunami SOR U ●●● 3🌳 L,U,R,4th,5th
Destroy all islands in play.
Typhoon SOR R ●● 2🌳 LG
Do 1 damage to opponent for each island he controls.
Uktabi Efreet SC C ●●● 2🌳🌳 WL
CU: 🌳. 5/4.
Uktabi Faerie SC C ●● 1🌳 MG
Flying. 3🌳, Sacrifice Uktabi Faerie: Destroy target artifact. 1/1.
Uktabi Orangutan SC U ●●● 2🌳 VS
When Uktabi Orangutan comes into play, destroy target artifact. 2/2.
Uktabi Wildcats SC R ●●● 4🌳 MG
* is number of forests you have. 🌳. Sacrifice a forest: Regenerate */*.
Undergrowth INS C ●● 🌳 AI
No creatures deal damage in combat this turn. If you pay 2🌳 in addition to casting cost, Undergrowth doesn't affect red creatures.
Unseen Walker SC U ●●● 1🌳 MG
Forestwalk. 1🌳🌳: Target creature gains forestwalk until end of turn. 1/1.
Untamed Wilds SOR U ●●● 2🌳 LG,4th,5th
Search your library for one basic land and put it in play.
Unyaro Bee Sting SOR U ●● 3🌳 MG
Unyaro Bee Sting deals 2 damage to target creature or player.
Venom EC C ●●● 1🌳🌳 DK,4th,5th
All non-wall creatures in combat with target are destroyed after combat.
Venomous Breath INS U ●●● 3🌳 IA
All creatures in combat with target are destroyed after combat.
Verdant Force SC R ●● 5🌳🌳🌳 TM
During each player's upkeep, put a Saproling token into play. Treat this token as a 1/1 green creature. 1/1.
Verdant Touch SOR R ●●● 1🌳 SH
Buyback 3. Target land becomes a 2/2 creature permanently.
Verdigris INS U ●●● 2🌳 TM
Destroy target artifact.
Verduran Enchantress SC R ●● 1🌳🌳 L,U,R,4th,5th
Draw a card each time you cast an enchantment. 0/2.
Veteran Explorer SC U ●● 🌳 WL
If Explorer is put into any graveyard from play, each player may search his or her library for up to two basic lands and put those lands into play. 1/1.
Village Elder SC C ●● 🌳 MG
🌳, 🌀: Sacrifice a forest: Regenerate target creature. 1/1.
Vitalize INS C ●●● 🌳 WL
Untap all creatures you control.
Volrath's Gardens EN R ●● 1🌳 SH
2, Tap a creature you control: Gain 2 life. Play this ability as a sorcery.
Waiting in the Weeds SOR R ●●● 1🌳🌳 MG
Each player puts a 1/1 green Cat token into play for each of his untapped forests.
Wall of Blossoms SC U ●●●● 1🌳 SH
When Wall of Blossoms comes into play, draw a card. 0/4
Wall of Brambles SC U ●● 2🌳 L,U,R,4th,5th
🌳: Regenerates. 2/3.
Wall of Ice SC U ●● 2🌳 L,U,R,4th
0/7.
Wall of Pine Needles SC U ●● 3🌳 IA
🌳: Regenerate. 3/3.
Wall of Roots SC C ●●● 1🌳 MG
Put a 0/1 counter on Wall of Roots: Add 🌳 to your mana pool. Use this ability only once each turn. 0/5.
Wall of Wood SC C ● 🌳 L,U,R,4th
0/3
Wanderlust EC U ●● 2🌳 L,U,R,4th,5th
Do 1 damage to controller of target creature during upkeep.
War Mammoth SC C ●●● 3🌳 L,U,R,4th,5th
Trample. 3/3.
Warthog SC C ●●● 1🌳🌳 VS
Swampwalk. 3/2.
Web EC R ● 🌳 L,U,R,4th
Target creature gains +0/+2 and may block flying creatures.
Whippoorwill SC U ●●● 🌳 DK
🌳🌳, 🌀: Target may not regenerate or be a target of damage-preventing effects. If target goes to graveyard, remove it from the game. 1/1.
Whirling Dervish SC U ●●●● 🌳🌳 LG,4th,5th
Protection from black. Gains +1/+1 if it damages opponent. 1/1.
Whip Vine SC C ●● 2🌳 AI
Can block flying creatures. You may choose not to untap Vine during untap phase. 🌀: Tap target flying creature blocked by Whip. Creature does not untap as normal as long as Vine remains tapped. 1/4.

Whiteout INS U ●●● 1🌳 IA
As flying creatures lose flying until end of turn. If Whiteout is in your graveyard, you may sacrifice a snow-covered land to return it to hand.
Wildfire SC R ●● 3🌳🌳🌳 IA
Put six +1/+1 counters on Wildfire. During your upkeep, put a +1/+1 counter on Wildfire if it has been blocked or has blocked since your last upkeep. Otherwise, remove a +1/+1 counter from Wildfire. 0/0.
Wild Elephant SC C ●●● 3🌳 MG
Trample. 3/3.
Wild Growth EL C ●● 🌳 L,U,R,4th,IA,5th
Target land provides an extra 🌳 when tapped for mana.
Willow Faerie SC C ●● 1🌳 HL
Flying. 1/2.
Willow Priestess SC R ●●● 2🌳🌳 HL
🌀: Take a Faerie from your hand and put it directly into play. 2🌳: Target green creature gains protection from black until the end of turn. 2/2.
Willow Satyr SC R ●● 2🌳🌳 LG
🌀: Gain control of target legend. Lose control of this legend if Satyr untaps or leaves your control. You may leave Satyr tapped. 1/1.
Wind Shear INS U ●● 2🌳 VS
All attacking flying creatures get -2/-2 and lose flying until end of turn.
Winter Blast SOR U ●●● X🌳 LG,4th,5th
Tap X target creatures. Do 2 damage to each target flying creature.
Winter's Grasp SOR U ●●● 1🌳🌳 TM
Destroy target land



These little dudes may not pack much punch in combat, but there's a reason they're a staple in most green decks. Green is the king of speed, largely thanks to first-turn mana critters like our elf-buddies. This makes the Llanowar and its Fyndhorn brethren solid four-stars.

Wolverine Pack SC C ●● 2🌳🌳 LG,5th
Rampage: 2, 2/4.
Wood Elemental SC R ● 3🌳 LG
Sacrifice ^ untapped forests when casting Wood Elemental. ^/*.
Woolly Mammoths SC C ●● 1🌳🌳 IA
Gains trample if you control any snow-covered lands. 3/2.
Woolly Spider SC C ●●● 1🌳🌳 IA
Does not fly, but can block flying creatures. Woolly Spider gets +0/+2 until end of turn if it blocks a flying creature. 2/3
Worldly Tutor INS U ●●● 🌳 MG
Search your library for a creature card and reveal that card to all players. Shuffle your library and put the revealed card back on top of it.
Wormwood Treefolk SC R ●●● 3🌳🌳 DK
🌳🌳: Forestwalk until end of turn and you take 2 damage. 🌳🌳: Swampwalk until end of turn and you take 2 damage. 4/4.
Wyluli Wolf SC R ●●● 1🌳 AN,5th
🌀: Give a creature +1/+1 until end of turn. 1/1.
Yavimaya Ancients SC C ●● 3🌳🌳 AI
🌳: +1/-2 until end of turn. 2/7.
Yavimaya Ants SC U ●●●● 2🌳🌳 AI
Trample. CU: 🌳🌳. Unaffected by summoning sickness. 5/1.
Yavimaya Gnats SC U ●●● 2🌳 IA
Flying. 🌳: Regenerate. 0/1.

RED

Active Volcano INS C ● 🔴 LG, CH
Destroy a blue permanent or return an island to owner's hand.
Arathi Berserker SC U ●● 2🔴🔴🔴 LG
Rampage: 3. 2/4
Aether Flash EN U ●●● 2🔴🔴 WL
When any creature comes into play, Flash deals 2 damage to that creature.

Aftershock SOR C ●●● 3🔴🔴 TM
Destroy target artifact, creature, or land. Aftershock deals 3 damage to you.
Agent of Stromgald SC C ●● 🔴 AI
🌀: Add 🔴 to your mana pool. 1/1.
Agility EC C ●●● 1🔴 MG
Enchanted creature gets +1/+1 and gains flanking
Aggression EC U ●●● 2🔴 IA
Target non-wall creature gains first strike and trample. Destroy that creature at the end of any turn in which it did not attack
Aladdin SC R ●●● 2🔴🔴 AN, CH
1🔴🔴: Steal an artifact. 1/1.
Aleatory INS U ●● 1🔴 MG
Flip a coin; if you win, target creature gets +1/+1 until end of turn. Contrip.
Ali Baba SC U ●● 🔴 AN,4th
🔴: Tap a wall. 1/1.
Aliban's Tower INS C ●● 1🔴 HL
Target defending creature gains +3/+1 until end of turn.
Ali from Cairo SC R ●●●● 2🔴🔴 AN
You cannot be reduced below 1 life due to damage. 0/1.
Ambush INS C ●● 3🔴 HL
All blocking creatures get first strike.
Ambush Party SC C ●● 4🔴 HL,5th
First strike. May attack the turn it comes into play on your side. 3/1.
Amok EN R ●● 1🔴 SH
1🔴, Discard a card at random: Put a +1/+1 counter on target creature.
An-Zerrin Ruins EN R ●● 2🔴🔴 HL
A creature type of your choice does not untap during untap phase.
Anaba Ancestor SC R ●● 1🔴 HL
🌀: Target Minotaur gets +1/+1 until end of turn. 1/1.
Anaba Bodyguard SC C ●● 2🔴 HL
First strike. 2/3.
Anaba Shaman SC C ●●● 2🔴 HL
🔴, 🌀: Do 1 damage to target creature or player. 2/2.
Anaba Spirit Crafter SC R ●● 2🔴🔴 HL
All minotaurs get +1/+0. 1/3.
Anarchy SOR U ●●●● 2🔴🔴 IA
Destroy all white permanents.
Ancient Runes EN U ●● 2🔴 TM
During each player's upkeep, Ancient Runes deals 1 damage to that player for each artifact he or she controls.
Apocalypse SOR R ●● 3🔴🔴🔴 TM
Remove all permanents from the game. Discard your hand.
Armorer Guildmage SC C ●● 2🔴 MG
🔴, 🌀: Target creature gets +1/+0. 🔴, 🌀: Target gets +0/+1. 1/1.
Artifact Blast INT C ● 🔴 AQ
Counter an artifact as it is being cast.
Atog SC C ●●● 1🔴 AQ,R,5th
🌀, Sacrifice an artifact: +2/+2. 1/2.
Avalanche SOR U ● X🔴🔴 IA
Destroy X snow-covered lands.
Backdraft INS U ●● 1🔴 LG
Do half the damage (round down) done by one sorcery to its caster.
Balduvian Barbarians SC C ●● 1🔴🔴 IA
3/2.
Balduvian Horde SC R ●●●● 2🔴🔴 AI
When horde enters play, randomly discard a card or bury Horde. 5/5.
Balduvian Hydra SC R ●● X🔴🔴 IA
Put X +1/+0 counters on Hydra when it comes into play. 🌀: Remove a +1/+0 counter to prevent 1 damage to Hydra. 🔴🔴: Put a +1/+0 counter on Hydra during your upkeep. 0/1.
Balduvian War-Makers SC C ●● 4🔴 AI
Rampage: 1. War-Makers is unaffected by summoning sickness. 3/3.
Ball Lightning SC R ●●●● 3🔴🔴 DK,4th,5th
Trample. Ball Lightning is unaffected by summoning sickness. Bury Ball Lightning at end of turn in which it comes into play. 6/1.
Barbarian Guides SC C ●● 2🔴 IA
2🔴, 🌀: Give target creature snow-covered landwalk ability of your choice until end of turn. Return creature to its owner's hand at end of turn. 1/2.
Barbed Sliver SC U ●●● 3🔴 TM
Each Sliver gains "🌀: This creature gets +1/+0 until end of turn." 2/2.
Barreling Attack INS R ●●● 2🔴🔴 MG
Target creature gains trample until end of turn. That creature gets +1/+1 until end of turn for each creature that blocks it.
Battle Frenzy INS C ●●● 2🔴 IA
All your green creatures gain +1/+1 until end of turn. All your other creatures gain +1/+0 until end of turn.
Beasts of Bogardan SC U ●●● 4🔴 LG, CH
Protection from red. Gets +1/+1 if opponent controls white cards. 3/3.
Bestial Fury EC C ●●● 2🔴 AI
If enchanted creature attacks and is blocked, it gains trample and gets +4/+0 until end of turn. Contrip.
Betrothed of Fire EC C ● 1🔴 WL
Sacrifice an untapped creature: Enchanted creature gets +2/+0 until end of turn. Sacrifice enchanted creature: All creatures you control get +2/+0 until end of turn.
Bird Maiden SC C ● 2🔴 AN,4th,5th
Flying. 1/2.
Blazing Effigy SC C ●● 1🔴 LG
When placed in the graveyard from play, Blazing Effigy does 3 damage to target creature. If it was killed by another Effigy, it also does damage equal to the damage done to that Effigy. 0/3.
Blind Fury INS U ●● 2🔴🔴 MG
All creatures lose trample until end of turn. Double all combat damage assigned to creatures this turn.
Blistering Barrier SC C ●● 🔴🔴 MG
Counts as a wall. 5/2.
Blood Frenzy INS C ●●● 1🔴 TM
Target attacking or blocking creature gets +4/+0 until end of turn. At end of turn, destroy that creature.
Blood Lust INS C ●●● 1🔴 LG,4th,5th
Target creature gets +4/-4. Its toughness cannot go below 1.
Blood Moon EN R ●●●● 2🔴 DK, CH
Treat all non-basic lands as basic mountains.
Bloodrock Cyclops SC C ●●● 2🔴 WL
Bloodrock Cyclops attacks each turn if able. 3/3.
Bogardan Firefiend SC C ●●● 2🔴 WL
If Bogardan Firefiend is put into any graveyard from play, it deals 2 damage to target creature. 2/1.

MAGIC The Gathering®

players guide

Name	Kind	CR	Rating	Cost	Sets Found
Description					

Bogardan Phoenix SC R ●● ❷❺❺❺ VS
Flying. If Phoenix is put into any graveyard from play and has no counter on it, return Phoenix to play and put a counter on it; if Phoenix is put into any graveyard and has a counter on it, remove it from the game. 3/3.

Boil INS U ●●● ❸❺ TM
Destroy all islands.

Boiling Blood INS C ●● ❷❺ WL
Target creature attacks this turn if able. Draw a card.

Bone Shaman SC C ●● ❷❺❺ IA
: Creatures damaged by Bone Shaman this turn can't regenerate. 3/3.

Brand of Ill Omen EC R ●● ❸❺ IA
CU: . Target creature's controller may not cast summon spells.

Brassclaw Orcs SC C ●● ❷❺ FE,5th
Cannot be assigned to block creatures of power greater than 1. 3/2.

Brothers of Fire SC C ●● ❶❺❺ DK,4th,5th
❶❺❺: Do 1 damage to any target and 1 damage to you. 2/2.

Brute, The EC C ●● ❶❺ LG,4th,5th
Target creature gains +1/+0. ❺❺❺: Regenerates.

Builder's Bane SOR C ●●● ❌❌❺ MG
Destroy X target artifacts. For each artifact put into the graveyard in this way, Builder's Bane deals 1 damage to that artifact's controller.

Burnout INT U ●●● ❶❺ AI
Counter target blue spell. Contrip.

Burning Palm Efreet SC U ●● ❷❺❺ MG
❶❺❺: Do 2 damage to a flying creature; it loses flying for this turn. 2/2.

Burning Shield Askari SC C ●●●● ❷❺ MG
Flanking ❺❺: First strike until end of turn. 2/2.

Burrowing EC C ●● ❺ L,U,R,4th
Target creature gains mountainwalk.

Canyon Drake SC R ● ❺❺❺ TM
Flying. : Discard a card at random: Canyon Drake gets +2/+0 until end of turn. 1/2.

Name	Kind	CR	Rating	Cost	Sets Found
Description					

Chaotic Goo SC R ●● ❷❺❺ TM
Chaotic Goo comes into play with three +1/+1 counters on it. During your upkeep, you may flip a coin. If you win the flip, add a +1/+1 counter to Chaotic Goo. Otherwise, remove a +1/+1 counter from it. 0/0.

Cinder Cloud INS U ●●● ❸❺❺ MG
Destroy target creature. If the creature is white, Cinder Cloud deals to that creature's controller damage equal to the creature's power.

Cinder Giant SC U ●● ❷❺ WL
During your upkeep, Cinder Giant deals 2 damage to each other creature you control. 5/3.

Cinder Wall SC C ●● ❺ WL
If Cinder Wall blocks, destroy it at end of combat. 3/3.

Cone of Flame SOR U ●●● ❸❺❺ WL
Choose three target creatures and/or players. Cone of Flame deals 1 damage to the first, 2 damage to the second, and 3 damage to the third.

Conquer EL U ●●● ❸❺❺ IA,5th
Take control of target land.

Consuming Ferocity EC U ●● ❶❺ MG
Play on a non-Wall creature. Creature gets +1/+0. During your upkeep, put a +1/+0 counter on creature. At the end of any upkeep, if that creature has three of these counters on it, bury the creature and it deals to its controller an amount of damage equal to its power.

Convulsing Licid SC U ●● ❷❺ SH
, : Licid loses this ability and becomes a creature enchantment that reads "Enchanted creature cannot block" instead of a creature. Move Licid onto target creature. You may pay to end this effect. 2/2.

Craven Giant SC C ● ❷❺ SH
Craven Giant cannot block. 4/1.

Crevasse EN U ● ❷❺ LG
Creatures with mountainwalk may be blocked.

Crimson Hellkite SC R ●●● ❺❺❺❺ MG
Flying , : Do X damage to target creature. Spend red mana only. 6/6.

Crimson Kobolds SC C ● ⓪ LG
Crimson Kobolds are red creatures. 0/1.

Crimson Manticore SC R ●● ❷❺❺ LG,4th,5th
Flying , : Do 1 damage to an attacking or blocking creature. 2/2.

Crimson Roc SC U ●● ❸❺ MG
Flying. If Roc blocks a non-flying creature, it gets +1/+0 and first strike until end of turn. 2/2.

Crookshank Kobolds SC C ● ⓪ LG
Crookshank Kobolds are red creatures. 0/1.

Crown of Flames EC C ●●● ❺ TM
: Enchanted creature gets +1/+0 until end of turn. : Return Crown of Flames to owner's hand.

Name	Kind	CR	Rating	Cost	Sets Found
Description					

Dwarven Armory EN R ●●● ❷❺❺ IA
: Sacrifice a land to put a +2/+2 counter on a creature. You may only use this ability during your upkeep.

Dwarven Berserker SC C ●● ❶❺ WL
If Berserker is blocked, it gets +3/+0 & gains trample until turn ends. 1/1.

Dwarven Catapult INS U ●● ❸❺ FE,5th
Do X damage, divided evenly among all of opponent's creatures.

Dwarven Demolition Team SC U ●● ❷❺ L,U
: Destroy target wall. 1/1.

Dwarven Lieutenant SC U ●● ❷❺ FE
❶ : Give target Dwarf +1/+0 until end of turn 1/2.

Dwarven Miner SC U ●●● ❶❺ MG
❷ , : Destroy target nonbasic land. 1/2.

Dwarven Nomad SC C ●●● ❷ MG
: Target creature with power 2 or less is unblockable this turn. 1/1

Dwarven Pony SC R ● ❺ HL
, : Target Dwarf gets mountainwalk until the end of turn. 1/1

Dwarven Sea Clan SC U ●● ❷❺ HL
: At the end of combat, do 2 damage to target attacking or blocking creature. Only use if creature's controller controls any islands 1/1.

Dwarven Soldier SC C ●● ❶❺ FE,5th
If Dwarven Soldier blocks or gets blocked by Orcs, it gains +0/+2 until end of turn. 2/1.

Dwarven Song INS U ● ❺ LG
Change color of any number of target creatures to red until end of turn.

Dwarven Thaumaturgist SC R ●●● ❷❺ WL
: Switch power and toughness of target creature until end of turn. Effects that alter that creature's power alter its toughness instead, and vice versa, until end of turn. 1/2.

Dwarven Trader SC C ● ❺ HL
1/1.

Dwarven Vigilantes SC C ●● ❷❺ VS
If Dwarven Vigilantes attacks and is not blocked, you may choose to have it deal no combat damage this turn. If you do, Vigilantes deals an amount of damage equal to its power to target creature. 2/2.

Dwarven Warriors SC C ●●● ❷❺ L,U,R,4th,5th
: Target creature of power no greater than 2 becomes unblockable. 1/1.

Dwarven Weaponsmith SC U ●● ❶❺ AQ,R
, Sacrifice an artifact: Add a +1/+1 counter to target creature. 1/1.

Earthbind EC C ●● ❺ L,U,R
Do 2 damage to and remove flying ability from target flying creature.

Earth Elemental SC U ●● ❸❺❺ L,U,R,4th
4/5.

Earthquake SOR R ●●●● ❌❺ L,U,R,4th,5th
Do X damage to all players and non-flying creatures in play.

Elkin Lair EW R ●● ❸❺ VS
During each player's upkeep, that player chooses a random card from his hand and sets it aside face up. The player may play that card as though it were in his hand. If the player doesn't play the card by end of turn, bury it.

Ekundu Cyclops SC C ●●● ❸❺ MG
If any creature you control attacks, Cyclops also attacks if able. 3/4.

Emberwilde Djinn SC R ●●● ❷❺❺❺ MG
Flying. During each player's upkeep, he or she may pay ❺❺ or 2 life to gain control of Emberwilde Djinn. 5/4.

Enraging Licid SC U ●● ❶❺ TM
, : Licid loses this ability and becomes a creature enchantment that reads "Enchanted creature is unaffected by summoning sickness" instead of a creature. Move Enraging Licid onto target creature. You may pay to end this effect. 1/1.

Enslaved Scout SC C ●● ❷❺ AI
: Mountainwalk until end of turn. 2/2.

Eron the Relentless SL U ●●●● ❸❺❺ HL
❺❺❺: Regenerates. Unaffected by summoning sickness. 5/2.

Errantry EC C ●●● ❸❺ IA,5th
Target creature gets +3/+0. No other creatures can attack this turn if target creature attacks.

Eternal Flame SOR R ● ❸❺❺ DK
Do X damage to target opponent, where X is the number of mountains you control. Lose half that amount of life, rounding up.

Eternal Warrior EC C ●● ❺ LG,4th,5th
Target creature does not tap to attack

Evaporate SOR U ●● ❷❺ HL
Deal 1 damage to each blue and white creature.

• Falling Star SOR R ● ❷❺ LG
Flip Falling Star onto playing area. Star must rotate 360°. Any creature Star touches takes 3 damage and taps if it survives.

False Orders INS C ●●● ❺ L,U
Choose if and how one defending creature blocks. The block, if any, must be legal. Play after defense is chosen but before damage is dealt.

Fanning the Flames SOR U ●●● ❌❺❺ SH
Buyback . Do X damage to target creature or player.

Feint INS C ● ❺ LG
Tap all creatures blocking target creature. Target deals no damage

Fervor EN R ●●● ❷❺ WL
All creatures you control are unaffected by summoning sickness

Final Fortune INS R ●●● ❺❺ MG
Take another turn. You lose the game at the end of that turn.

Fire Drake SC U ●● ❶❺❺ DK,CH,5th
Flying. : +1/+0. Only one can be used in this manner. 1/2.

Fire Elemental SC U ●● ❸❺❺ L,U,R,4th
5/4.

Fire Whip EC C ●●●● ❸❺ WL
Play only on a creature you control. Enchanted creature gains the ability: " : Do 1 damage to target creature or player." Sacrifice Fire Whip: Fire Whip deals 1 damage to target creature or player.

Fireball SOR C ●●●● ❌❺ L,U,R,4th,5th
Do X damage, divided evenly among any number of targets (round down). Pay for each target beyond the first

Fireblast INS C ●●● ❹❺❺ VS
You may sacrifice two mountains instead of paying Fireblast's casting cost. Fireblast deals 4 damage to target creature or player

Firebreathing EC C ●●● ❺ L,U,R,4th,MG,5th
: +1/+0.

Firefly SC U ●● ❸❺ TM
Flying. : Firefly gets +1/+0 until end of turn. 1/1

Fireslinger SC C ●●● ❶❺ TM
. Fireslinger deals 1 damage to target creature or player and 1 damage to you. 1/1.

KILLER COMBOS





_Hermit Druid and Revenant: More creatures in the graveyard means a bigger Revenant. And what better way to get creatures into your graveyard than with the Hermit Druid? (Okay, maybe Buried Alive, but who asked you?) The Hermit Druid is a good reliable way to fill your graveyard while possessing the added bonus of stuffing extra land into your hand. What to do with that extra land? Well, turn to the next combo...

Name	Kind	CR	Rating	Cost	Sets Found
Description					

Canyon Wildcat SC C ●●● ❸❺ TM
Mountainwalk 2/1.

Cave People SC U ●● ❶❺❺ DK,4th,5th
People get +1/-2 until end of turn when they are attacking. ❶❺❺, : Give target creature mountainwalk until end of turn. 1/4.

Caverns of Despair EN R ●● ❷❺❺ LG
No player may attack or block with more than two creatures each turn.

Chain Lightning SOR C ●●●● ❺ LG
Do 3 damage to any target. The target or target's controller may pay ❺❺ for Chain Lightning to do 3 damage to a target of his choosing.

Chandler SL C ●● ❹❺ HL
❺❺❺, : Destroy target artifact creature. 3/3.

Chaos Charm INS C ●●● ❺ MG
Target creature is unaffected by summoning sickness this turn; or Chaos Charm deals 1 damage to a creature; or destroy target wall.

Chaos Harlequin SC R ●● ❷❺❺ AI
: Remove top card of your library from game. If it's a land, Harlequin gets -4/-0 until end of turn; otherwise, Harlequin gets +2/+0. 2/4.

Chaoslace INT R ● ❺ L,U,R,4th
Changes the color of a card being played or in play to red.

Chaos Lord SC R ●● ❹❺❺❺ IA
First strike. Chaos Lord is unaffected by summoning sickness, but not the first time it comes into play. If the number of permanents in play is even during your upkeep, opponent gains control of Chaos Lord. 7/7.

Chaos Moon EN R ●● ❸❺ IA
If the number of permanents during an upkeep is odd, all red creatures gain +1/+1 and all mountains produce an additional . If it is even, all red creatures get -1/-1 and all mountains produce colorless mana.

Chaosphere EW R ●●● ❷❺ MG
Creatures with flying cannot block creatures without flying. Creatures without flying can block creatures with flying.

Curse of Marit Lage EN R ●●● ❸❺❺ IA
Tap all islands when Curse of Marit Lage comes into play. Islands do not untap during their controller's untap phase.

Deadshot SOR R ●● ❸❺ TM
Tap target creature. That creature deals damage equal to its power to another target creature.

Death Spark INS U ●● ❺ AI
Do 1 damage to any target. At end of upkeep, if Spark is in your graveyard with a creature directly above it, you may pay to pick up Spark.

Desert Nomads SC C ●● ❷❺ AN
Desertwalk. Immune to damage from Deserts. 2/2.

Desperate Gambit INS U ●● ❺ WL
Flip a coin; target opponent calls heads or tails while coin is in the air. If the flip ends up in your favor, double the damage dealt by a source you control. Otherwise, prevent all damage from that source

Detonate SOR U ●●● ❌❺ AQ,4th,5th
Destroy target artifact and do X damage to its controller. X is the casting cost of the artifact.

Disharmony INS R ●● ❷❺ LG
Untap target attacking creature and gain control of it until end of turn.

Disintegrate SOR C ●●●● ❌❺ L,U,R,4th,5th
Do X damage to target. If target dies this turn, remove it from game.

Dragon Whelp SC U ●●● ❷❺❺ L,U,R,4th
Flying. ❺: +1/+0; if more than ❺❺❺ is spent this way in one turn, Dragon Whelp dies at end of turn. 2/3.

Duct Crawler SC C ●● ❺ SH
❶ : Target creature cannot block Duct Crawler this turn. 1/1.

Dwarven Armorer SC R ●● ❺ FE
❺, : Discard a card from your hand to put a +0/+1 or a +1/+0 counter on target creature. 0/2.

Firestorm INS R ●●●● — Sets Found: WL
Discard X cards: Do X damage to each of X creatures and/or players.

Firestorm Phoenix SC R ●●● — Sets Found: LG
Flying. Return Phoenix to owner's hand if it goes to the graveyard from play. If so, it may not be cast that turn. 3/2.

Fissure INS C ●●● — Sets Found: DK, 4th
Bury target land or creature

Fit of Rage SOR C ●● — Sets Found: WL
Target creature gets +3/+3 and gains first strike until end of turn.

Flame Elemental SC U ●● — Sets Found: MG
, : Sacrifice: Do damage equal to Elemental's power to a creature. 3/2.

Flame Spirit SC U ●● — Sets Found: IA,5th
: +1/+0 until end of turn. 2/3.

Flame Wave SOR U ●● — Sets Found: SH
Do 4 damage to target player and each creature he or she controls.

Flare INS C ●● — Sets Found: IA,MG,5th
Flare does 1 damage to any target. Contrip.

Flashfires SOR U ●●● — Sets Found: L,U,R,4th,5th
Destroy all plains in play.

Fling INS C ●●● — Sets Found: SH
Sacrifice a creature: Fling deals damage equal to the sacrificed creature's power to target creature or player.

Flowstone Blade EC C ● — Sets Found: SH
: Enchanted creature gets +1/-1 until end of turn.

Flowstone Giant SC C ●●● — Sets Found: TM
. Flowstone Giant gets +2/-2 until end of turn. 3/3.

Flowstone Hellion SC U ●●● — Sets Found: SH
Flowstone Hellion is unaffected by summoning sickness. : Flowstone Hellion gets +1/-1 until end of turn. 3/3.

Flowstone Mauler SC R ●●● — Sets Found: SH
Trample. : Flowstone Mauler gets +1/-1 until end of turn 4/5.

Flowstone Salamander SC U ●●● — Sets Found: TM
: Salamander deals 1 damage to target creature blocking it. 3/4.

Flowstone Shambler SC C ●● — Sets Found: SH
: Flowstone Shambler gets +1/-1 until end of turn. 2/2.

Flowstone Wyvern SC R ●●● — Sets Found: TM
Flying. : Flowstone Wyvern gets +2/-2 until end of turn. 3/3.

• **Fork** INT R ●●●●● — Sets Found: L,U,R
Duplicate a sorcery or instant just cast. You choose the new target.

Frost Giant SC U ●● — Sets Found: LG
Rampage. 2. 4/4.

Furnace of Rath EN R ●●●● — Sets Found: TM
Double all damage assigned to any creature or player.

Furnace Spirit SC C ●● — Sets Found: SH
Furnace Spirit is unaffected by summoning sickness. . Furnace Spirit gets +1/+0 until end of turn. 1/1.

Game of Chaos SOR R ●● — Sets Found: IA,5th
Choose target player and flip a coin. If you win, you gain 1 life and opponent takes 1 damage. Otherwise, you lose 1 life and opponent gains 1 life. The winner can continue. The stakes double each round.

Giant Strength EC C ●●● — Sets Found: LG,4th,5th,TM
Make target creature +2/+2.

Glacial Crevasses EN R ●● — Sets Found: IA
: Sacrifice a snow-covered mountain to have creatures deal no damage in combat this turn.

Glyph of Destruction INS C ● — Sets Found: LG
Make target wall you control +10/+0 when blocking. Target wall takes no damage in combat but is destroyed at end of turn.

Goblin Artisans SC U ● — Sets Found: AQ, CH
: Use only when you cast an artifact. Flip a coin. If opponent wins, your artifact is countered. Otherwise, draw a card. 1/1.

Goblin Balloon Brigade SC U ●●● — Sets Found: L,U,R,4th
: Gains flying until end of turn. 1/1.

Goblin Bomb EN R ●● — Sets Found: WL
During your upkeep, you may choose to flip a coin. If the flip ends up in your favor, put a fuse counter on Goblin Bomb. Otherwise, remove a fuse counter from Goblin Bomb. Remove five fuse counters from Goblin Bomb, Sacrifice Goblin Bomb: Do 20 damage to target player

Goblin Bombardment EN U ●●● — Sets Found: TM
Sacrifice a creature: Bombardment deals 1 damage to target creature or player.

Goblin Caves EL C ●● — Sets Found: DK
If target land is a basic mountain, all Goblins gain +0/+2.

Goblin Chirurgeon SC C ● — Sets Found: FE
Sacrifice a Goblin: Regenerate target creature. 0/2.

Goblin Digging Team SC C ● — Sets Found: DK, 5th
: Sacrifice Digging Team to destroy target wall. 1/1.

Goblin Elite Infantry SC C ●● — Sets Found: MG
If Infantry blocks or is blocked, it gets -1/-1 until end of turn 2/2

Goblin Flotilla SC R ●●● — Sets Found: FE
Islandwalk. At the start of the attack, pay or creatures blocking or blocked by Goblin Flotilla get first strike until end of turn. 2/2.

Goblin Grenade SOR C ●●● — Sets Found: FE
Sacrifice a Goblin: Deal 5 damage to target creature or player.

Goblin Grenadiers SC U ●● — Sets Found: WL
Sacrifice Grenadiers: Destroy target creature and target land. Use this ability only if Goblin Grenadiers is attacking and unblocked. 2/2.

Goblin Hero SC C ●● — Sets Found: DK, 5th
2/2.

Goblin King SC R ●● — Sets Found: L,U,R,4th,5th
All Goblins gain mountainwalk and +1/+1. 2/2.

Goblin Kites EN U ●● — Sets Found: FE
: Give target creature you control with toughness no greater than 2 flying until end of turn. Other effects may later increase target's toughness. At end of turn, flip a coin. Bury target creature if opponent wins flip.

Goblin Mutant SC U ●●● — Sets Found: IA
Trample. Mutant cannot attack if opponent has an untapped creature of power greater than 2. Can't block creatures of power greater than 2. 5/3.

Goblin Recruiter SC U ●●● — Sets Found: VS
When Recruiter comes into play, search your library for any number of Goblin cards. Put them on top of your library in any order. 1/1.

Goblin Rock Sled SC C ● — Sets Found: DK, 4th
Trample. Rock Sled may not attack unless opponent controls at least one mountain. Rock Sled does not untap if it attacked last turn. 3/1.

Goblin Sappers SC C ●● — Sets Found: IA
, : Target creature you control is unblockable. That creature and Sappers are destroyed after combat. , : Target creature you control is unblockable. That creature is destroyed after combat. 1/1.

Goblin Scouts SOR U ●●● — Sets Found: MG
Put three tokens in play. Treat as 1/1 red goblins with mountainwalk.

Goblin Shrine EL C ●● — Sets Found: DK, CH
If target land is a basic mountain, all Goblins gain +1/+0. Does 1 damage to all Goblins if it leaves play.

Goblin Ski Patrol SC C ● — Sets Found: IA
: Gains flying and +2/-0. Use only once and only if you control snow-covered mountains. Bury Ski Patrol at end of turn. 1/1.

Goblin Soothsayer SC U ●●● — Sets Found: MG
, : Sacrifice a Goblin: All red creatures get +1/+1 til end of turn. 1/1.

Goblins of the Flarg SC C ●●● — Sets Found: DK, CH
Mountainwalk. Bury Goblins if you control any Dwarves. 1/1.

Goblin Snowman SC U ●● — Sets Found: IA
Snowman neither takes nor deals damage in combat when blocking. : Goblin Snowman deals 1 damage to the creature it blocks. 1/1.

Goblin Swine-Rider SC C ●● — Sets Found: VS
If Swine-Rider is blocked, it deals 2 damage to each attacking creature and 2 damage to each blocking creature. 1/1.

Goblin Tinkerer SC C ●●● — Sets Found: MG
, : Destroy target artifact. That artifact deals an amount of damage equal to its casting cost to Goblin Tinkerer. 1/2.

Goblin Vandal SC R ●●● — Sets Found: WL
: Destroy target artifact defending player controls. Goblin Vandal deals no combat damage this turn. Use this ability only if Goblin Vandal is attacking and unblocked and only once each turn. 1/1.



Disintegrate, Fireball, Lava Burst, Kaervek's Torch... They all fall into the same category. Potent, versatile direct-damage spells with two limitations that keep them from being five-stars: They can only be played during your turn and require mucho mana to maximize their effectiveness.

Goblin War Drums EN C ●●● — Sets Found: FE,5th
Each attacker you control may not be blocked with less than two creatures.

Goblin Warrens EN R ●●● — Sets Found: FE,5th
: Sacrifice two Goblins to put three 1/1 red Goblin tokens into play.

Goblin Wizard SC U ●● — Sets Found: DK
: Put a Goblin from your hand directly into play . Give target Goblin protection from white until end of turn. 1/1.

Gorilla Shaman SC U ●●●● — Sets Found: AI
X X 1: Destroy target non-creature artifact with casting cost of X. 1/1.

Gorilla War Cry INS C ● — Sets Found: AI
Attacking creatures cannot be blocked by only one creature this turn. Play only during combat before defense is chosen.

Granite Gargoyle SC R ●●● — Sets Found: L,U,R
Flying. . +0/+1. 2/2.

Gravity Sphere EW R ●●● — Sets Found: LG
All creatures lose flying ability.

Gray Ogre SC C ● — Sets Found: L,U,R,4th
2/2.

Grizzled Wolverine SC C ●●● — Sets Found: IA
 +2/+0. Use only when Wolverine is blocked and only once. 2/2.

Guerrilla Tactics INS C ●●● — Sets Found: AI
Do 2 damage to any target. If a spell or effect controlled by an opponent causes you to discard Tactics, it deals 4 damage to any target.

Hammer of Bogardan SOR R ●●●● — Sets Found: MG
Do 3 damage to any target. 2: Return Hammer of Bogardan from your graveyard to your hand. Use only during your upkeep.

Hand to Hand EN R ●● — Sets Found: TM
Instants and abilities requiring activation cost cannot be played during combat.

Havoc EN U ●● — Sets Found: TM
Whenever target opponent casts a white spell, he or she loses 2 life.

Heat of Battle EN U ●● — Sets Found: SH
Whenever any creature blocks, Heat of Battle deals 1 damage to that creature's controller.

Heart of Bogardan EN R ●●●● — Sets Found: WL
CU: . If Heart of Bogardan's CU is not paid, it deals damage equal to its last paid CU to target player and each creature he controls.

Heart Sliver SC C ●● — Sets Found: TM
All Slivers are unaffected by summoning sickness. 1/1.

Heart Wolf SC R ●● — Sets Found: HL
First strike. : Target Dwarf gets first strike and +2/+0. If Dwarf leaves play this turn, bury Heart Wolf. Use only at beginning of combat. 2/2.

Hearth Charm INS C ●● — Sets Found: VS
Choose one—Destroy target artifact creature; or all attacking creatures get +1/+0; or target creature with power 2 or less is unblockable this turn.

Heat Stroke EN R ●● — Sets Found: WL
At the end of each combat, destroy all creatures that blocked or were blocked this turn.

Heat Wave EN U ●● — Sets Found: VS
CU: . Blue creatures cannot block creatures you control. Nonblue creatures cannot block creatures you control unless their controller pays an additional 1 life for each blocking creature.

Hill Giant SC C ●● — Sets Found: L,U,R,4th,5th
3/3.

Hivis of the Scale SL R ●●● — Sets Found: MG
You may choose not to untap Hivis. : Gain control of a Dragon. If Hivis becomes untapped or he leaves your control, lose control of Dragon. 3/4.

Hulking Cyclops SC U ●●● — Sets Found: VS
Hulking Cyclops cannot block. 5/5.

Hurloon Minotaur SC C ●● — Sets Found: L,U,R,4th,5th
2/3.

Hurloon Shaman SC U ● — Sets Found: WL
If Hurloon Shaman is put into any graveyard from play, each player chooses and buries a land he or she controls. 2/3.

Hurr Jackal SC R ●● — Sets Found: AN,4th
. Target creature cannot regenerate this turn. 1/1.

Hyperion Blacksmith SC U ●● — Sets Found: LG
: Tap or untap target artifact opponent controls. 2/2.

Illicit Auction SOR R ●●● — Sets Found: MG
Choose target creature. Each player may bid life for control of that creature. You begin the bidding with a high bid of 0. Proceeding in turn order, each player may top the high bid. Auction ends when the high bid stands. High bidder loses life equal to the high bid and gains control of the creature.

Immolation EC C ●●● — Sets Found: LG,4th
Make target creature +2/-2.

Imposing Visage EC C ●● — Sets Found: IA,5th
Target creature cannot be blocked by less than 2 creatures.

Incinerate INS C ●●●●● — Sets Found: IA,MG,5th
Do 3 damage to any target. Creatures may not regenerate.

Invasion Plans EN R ●● — Sets Found: SH
Each creature blocks whenever able. Attacking player chooses how each creature blocks.

Inferno INS R ●●● — Sets Found: DK,4th,5th
Do 6 damage to all players and all creatures.

Ironclaw Curse EC R ●● — Sets Found: HL,5th
Target gets -0/-1 and cannot be assigned to block a creature whose power equals or exceeds its toughness.

Ironclaw Orcs SC C ●●● — Sets Found: L,U,4th,5th
May only block creatures of power equaling 1 or less. 2/2.

Jackal Pup SC U ●●● — Sets Found: TM
For each 1 damage dealt to Jackal Pup, it deals 1 damage to you. 2/1.

Jokulhaups SOR R ●●●● — Sets Found: IA,5th
Bury all artifacts, creatures, and lands.

Joven SL C ●● — Sets Found: HL
, : Destroy target non-creature artifact. 3/3.

Kaervek's Torch SOR C ●●●● — Sets Found: MG
Interrupts that target Kaervek's Torch each cost an additional to play. Kaervek's Torch deals X damage to target creature or player.

Karplusan Giant SC U ●● — Sets Found: IA
: Tap a snow-covered land you control to give Giant +1/+1. 3/3.

Karplusan Yeti SC R ●●● — Sets Found: IA
: Yeti and target do their power in damage to each other. 3/3.

Keeper of Kookus SC C ●●● — Sets Found: VS
: Protection from red until end of turn. 1/1.

Keldon Warlord SC U ●● — Sets Found: L,U,R,4th,5th
* is the number of non-wall creatures in play on your side. */*.

Kindle INS C ●●●● — Sets Found: TM
Kindle deals to target creature or player an amount of damage equal to 2 plus the number of Kindle cards in all graveyards.

• **Kird Ape** SC C ●●●●● — Sets Found: AN,R
Gains +1/+2 if you have at least one forest in play. 1/1.

Kobold Drill Sergeant SC U ● — Sets Found: LG
Give all your Kobolds +0/+1 and trample. 1/2

Kobold Overlord SC R ● — Sets Found: LG
First strike. Give all your Kobolds first strike. 1/2.

Kobolds of Kher Keep SC C ● — Sets Found: LG
0/1.

Kobold Taskmaster SC U ● — Sets Found: LG
Give all your Kobolds +1/+0. 1/2.

Kookus SC R ●●● — Sets Found: VS
Trample. During your upkeep, if you do not control at least one Keeper of Kookus, Kookus deals 3 damage to you and attacks this turn if able.
: +1/+0 until end of turn. 3/5.

Land's Edge EW R ●●● — Sets Found: LG, CH
Any player may discard a card from hand at any time and do 2 damage to a player of his choice if the card discarded is a land.

Lava Burst SOR C ●●●● — Sets Found: IA
Do X damage to any target. If the target is a creature, effects that prevent or redirect damage cannot be used to protect that creature.

Lava Hounds SC U ●●●● — Sets Found: WL
Lava Hounds is unaffected by summoning sickness. When Lava Hounds comes into play, it deals 4 damage to you. 4/4.

Lava Storm INS C ●● — Sets Found: WL
Lava Storm deals 2 damage to each attacking creature or 2 damage to each blocking creature.

Key

• Restricted
• Banned
• Banned in Type 1.5 only
Banned in Extended only
ART Artifact
AC Artifact Creature
CR Current Rarity
CU Cumulative Upkeep
EA Enchant Artifact
EC Enchant Creature
EE Enchant Enchantment
EL Enchant Land
EN Enchantment
EW Enchant World
INS Instant
INT Interrupt
LAN Land
LL Legendary Land
MS Mana Source
SC Summon Creature
SL Summon Legend
SOR Sorcery

MAGIC The Gathering®

players guide

Name	Kind	CR	Rating	Cost	Sets Found
Description					
Lightning Blast	INS	C	●●●	⑤●	TM
Lightning Blast deals 4 damage to target creature or player.					
Lightning Bolt	INS	C	●●●●●	●	L,U,R,4th
Do 3 damage to one target.					
Lightning Cloud	EN	R	●●●	③●	VS
●: Do 1 damage to target creature or player. Use this ability only when a red spell is successfully cast and only once for each such spell.					
Lightning Elemental	SC	C	●●●	③●	TM
Lightning Elemental is unaffected by summoning sickness. 4/1.					
Lightning Reflexes	EC	C	●●●	①●	MG
You may choose to play Reflexes as an instant; if you do, bury it at end of turn. Enchanted creature gets +1/+0 and gains first strike.					
Lowland Giant	SC	C	●●	②●●	TM
4/3.					
Magmasaur	SC	R	●●	③●●	TM
Magmasaur comes into play with five +1/+1 counters on it. During your upkeep, remove a +1/+1 counter from Magmasaur, or sacrifice Magmasaur and it deals 1 damage for each +1/+1 counter on it to each creature with flying and each player. 0/0.					
Magnetic Mountain	EN	R	●●	①●●	AN,R,4th
To untap a blue creature, controller must spend ④ during upkeep.					
Manabarbs	EN	R	●●●	③●	L,U,R,4th,5th
Do 1 damage to controller whenever he draws mana from any land.					
Mana Clash	SOR	R	●	●	DK,4th,5th
Choose a player. You both flip a coin. Any player whose coin comes up tails loses 1 life. Repeat until both players' coins come up heads.					
Mana Flare	EN	R	●●●	②●	L,U,R,4th,5th
Each land produces an extra mana of its normal type.					
Maraxus of Keld	SL	R	●●●	③●●	WL
Maraxus of Keld has power and toughness each equal to the total number of untapped artifacts, creatures, and lands you control. */*.					
Márton Stromgald	SL	R	●●●	②●●	IA
If Márton attacks, all other attacking creatures gain +*/+* until end of turn, where * equals the number of other attacking creatures. If Márton blocks, all other blockers gain +*/+* until end of turn. 1/1.					
Melee	INS	U	●●	①●	IA
Cast on your turn during combat, before defense is chosen. Choose how your attackers are blocked. After declaring blockers, untap any unblocked attackers. Treat those creatures as if they had not attacked.					
Melting	EN	U	●●	②●	IA
All snow-covered lands turn into non-snow-covered lands of same type.					
Meteor Shower	SOR	C	●●●	④④●	IA
Do X+1 damage divided among any number of targets.					
Mijae Djinn	SC	R	●●●	●●●	AN,R
If Djinn attacks, flip a coin. If opponent wins, Djinn taps but doesn't attack. 6/3.					
Mob Justice	SOR	C	●●	①●	SH
Mob Justice deals 1 damage to target player for each creature you control.					
Mob Mentality	EC	U	●●	●	VS
Enchanted creature gains trample. If all non-wall creatures you control attack, enchanted creature gets +*/+0 until end of turn, where * is equal to the number of attacking creatures.					
Mogg Bombers	SC	C	●●	②●	SH
If any other creature comes into play, sacrifice Mogg Bombers and it deals 3 damage to target player. 3/4.					
Mogg Conscripts	SC	C	●	●	TM
Mogg Conscripts cannot attack unless you have successfully cast a creature spell this turn. 2/2.					
Mogg Fanatic	SC	C	●●●	●	TM
Sacrifice Fanatic: Fanatic deals 1 damage to target creature or player. 1/1.					
Mogg Flunkies	SC	C	●●	①●	SH
Mogg Flunkies cannot attack or block during a turn in which no other creature you control attacks or blocks. 3/3.					
Mogg Infestation	SOR	R	●●●	③●●	SH
Destroy all creatures target player controls. For each creature put into any graveyard in this way, put two Goblin tokens into play under that player's control. Treat these tokens as 1/1 red creatures.					
Mogg Maniac	SC	U	●●●	①●●	SH
Whenever Mogg Maniac is dealt damage, it deals an equal amount of damage to target opponent. 1/1.					
Mogg Raider	SC	C	●●	●	TM
Sacrifice a Goblin: Target creature gets +1/+1 until end of turn. 1/1.					
Mogg Squad	SC	U	●	①●	TM
Mogg Squad gets -1/-1 for each other creature in play. 3/3.					
Mons's Goblin Raiders	SC	C	●	●	L,U,R,4th,5th
1/1.					
Mountain Goat	SC	C	●●●	●	IA,5th
Mountainwalk. 1/1.					
Mountain Yeti	SC	C	●●●	②●●	LG, CH
Mountainwalk, protection from white. 3/3.					
Mudslide	EN	R	●●	②●	IA
Non-flying creatures do not untap unless their controller pays 2 for each creature he wishes to untap.					
Nalathni Dragon	SC	R	●●	③●●	PR
Flying, banding. ●: +1/+0 until end of turn. Bury Nalathni Dragon if more than ●●●● is spent in this manner in one turn. 1/1.					
No Quarter	EN	R	●●	②●	TM
Whenever any creature blocks or is blocked by a creature with lesser power, destroy the creature with the lesser power.					
Ogre Enforcer	SC	R	●●●	③●●	VS
Ogre Enforcer cannot be destroyed by lethal damage unless a single source deals enough damage to destroy it. 4/4.					
Omen of Fire	INS	R	●●●	③●●	AI
Return all islands to their owners' hands. Each player sacrifices a plains or a white permanent for each white permanent he controls.					
Opportunist	SC	U	●●	②●	TM
●: Opportunist deals 1 damage to target creature that was damaged this turn. 2/2.					
Orc General	SC	U	●	②●	DK
●: Sacrifice an Orc or Goblin to give all Orcs +1/+1 until end of turn. 2/2.					
Orcish Artillery	SC	U	●●●	①●●	L,U,R,4th,5th
●: Does 2 damage to any target and 3 damage to you. 1/3. Misprint: Alpha version lists costing cost as ③●.					
Orcish Cannoneers	SC	U	●●●	②●●	IA
●: Does 2 damage to any target and 3 damage to you. 1/3.					
Orcish Captain	SC	U	●●	●	FE,5th
①: Choose target Orc, then flip a coin. If opponent wins flip, target Orc gets +2/+0 until end of turn. Otherwise, the Orc gets -0/-2. 1/1.					
Orcish Conscripts	SC	C	●	●	IA,5th
Cannot attack unless at least two other creatures attack. Cannot block unless at least two other creatures block. 2/2.					
Orcish Farmer	SC	C	●●●	②●●	IA,5th
●: Turn target land into a swamp until its controller's next untap. 2/2.					
Orcish Healer	SC	U	●●	●●	IA
●●, ●: Target creature may not regenerate. ●●●, ●: Regenerate a black or green creature. ●●●●, ●: Regenerate a black or green creature. 1/1.					
Orcish Librarian	SC	R	●●●	①●	IA
●, ●: Take the top eight cards of your library and randomly remove four from the game. Put the rest in any order on top of your library. 1/1.					
Orcish Lumberjack	SC	C	●●●●	●	IA
●: Sacrifice a forest to add three mana to your mana pool. This mana can be any combination of green and red mana. 1/1.					
Orcish Mechanics	SC	C	●●	②●	AQ
●, Sacrifice an artifact: Do 2 damage to any target. 1/1.					
Orcish Mine	EL	U	●●	①●●	HL
Put three counters on Mine. Remove one counter when target land is tapped and during upkeep. Destroy land when last counter is removed. Orish Mine deals 2 damage to land's controller.					
Orcish Oriflamme	EN	U	●●●	③●	L,U,R,4th,5th
All of your attacking creatures gain +1/+0 during your attack. Misprint: Alpha version lists costing cost as ①●.					
Orcish Settlers	SC	U	●●●	②●	WL
●, X, ●, Sacrifice Orcish Settlers: Destroy X target lands. 1/1.					
Orcish Spy	SC	C	●●●	●	FE
●: Look at the top three cards in target player's library. 1/1.					
Orcish Squatters	SC	R	●●●	②●	IA,5th
If Squatters is not blocked, you may have it do no damage and gain control of a land controlled by the defending player. 2/3.					
Orcish Veteran	SC	C	●●	②●	FE
Cannot block white creatures of power greater than 1. ●: First strike until end of turn. 2/2.					
Orgg	SC	R	●●●●	③●●	FE,5th
Trample. Can't attack if opponent has an untapped creature of power greater than 2. Can't block creatures of power greater than 2. 6/6.					
Pallimud	SC	R	●●●	②●	TM
Pallimud has power equal to the number of tapped lands target opponent controls. */3.					
Panic	INS	C	●●	●	IA,5th
Target may not block. Cantrip.					
Pillage	SOR	U	●●●●	①●●	AI
Bury target artifact or land.					
Power Surge	EN	R	●●●	●●	L,U,R,4th
Before untap phase, active player must count untapped lands. During his upkeep, that player takes 1 damage for each land that had been untapped.					
Primitive Justice	SOR	U	●●●	①●	AI
Destroy target artifact. Destroy a target artifact for each ①● you pay in addition to the costing cost. Destroy a target artifact and gain 1 life for each ①● you pay in addition to the costing cost.					
Primordial Ooze	SC	U	●●	●	LG,CH,5th
Must attack if possible. Add a +1/+1 counter at end of upkeep. Pay ① per counter ooze deals 1 damage to you per counter and taps. 1/1.					
Pyric Salamander	SC	C	●●	①●	MG
●: +1/+0 until end of turn. Bury Salamander at end of turn. 1/1.					
Pyroblast	INT	C	●●●●	●	IA,5th
Counter target spell or destroy target permanent if it is blue.					
Pyroclasm	SOR	U	●●●●	①●	IA
Do 2 damage to each creature.					
Pyrokinesis	INS	U	●●●	④●●	AI
You may remove a red card in hand from game instead of paying the casting cost. Do 4 damage divided among any number of creatures.					
Pyrotechnics	SOR	U	●●●	④●	LG,4th,5th
Do 4 damage divided any way among any number of targets.					
Quarum Trench Gnomes	SC	R	●●●	②●	LG
●: Target plains produce ① instead of ✳ until end of game. 1/1.					
Raging Bull	SC	C	●	②●	LG
2/2. Booooooooring.					
Raging Gorilla	SC	C	●●	②●	VS
If Gorilla blocks or is blocked, it gets +2/-2 until end of turn. 2/3.					
Raging River	EW	R	●●●	●●	L,U
When attacking, divide opponent's ground creatures on either side of River. Choose on which side of River to place each attacker. Attackers can only be blocked by flying creatures or those on same side of River.					
Raging Spirit	SC	C	●●	③●	MG
②. Raging Spirit is colorless until end of turn. 3/3.					
Raiding Party	EN	U	●●●	②●	FE
Cannot be target of white spells or effects. Sacrifice an Orc to destroy all plains. Any player may tap a white creature to save up to 2 plains.					
Rathi Dragon	SC	R	●●●●	②●●	TM
Flying. When Rathi Dragon comes into play, sacrifice two mountains or sacrifice Rathi Dragon. 5/5.					
Reckless Embermage	SC	R	●●●	②●	MG
①●: Mage does 1 damage to any target and 1 damage to itself. 2/2.					
Red Elemental Blast	INT	C	●●●●	●	L,U,R,4th
Counter a blue spell being cast or destroy a blue card in play. Misprint: Alpha version listed type as Instant.					
Reign of Chaos	SOR	U	●●●	③●●	MG
Destroy target plains or island and target white or blue creature.					
Relentless Assault	SOR	R	●●●●	②●●	VS
Untap all creatures that attacked this turn. You may declare an additional attack during your main phase this turn.					
Renegade Warlord	SC	U	●●	②●	TM
First strike. If Renegade Warlord attacks, each other attacking creature gets +1/+0 until end of turn. 3/3.					
Retribution	SOR	U	●●	③●●	HL
Choose 2 creatures controlled by opponent. Bury one and put a -1/-1 counter on the other. That opponent chooses which creature is buried.					
Rock Hydra	SC	R	●●	●	L,U,R
Put X +1/+1 head counters on Hydra. Each point of damage to Hydra destroys 1 counter unless controller spends ● per head. During upkeep, new heads may be grown for ●●● apiece. 0/0.					
Roc Hatchling	SC	U	●●	●	WL
When Hatchling comes into play, put four shell counters on it. During your upkeep, remove a shell counter from Hatchling. As long as no shell counters are on it, Hatchling gets +3/+2 and gains flying. 0/1.					
Roc of Kher Ridges	SC	R	●●●●	③●	L,U,R
Flying. 3/3.					
Rock Slide	INS	C	●●●	✳●	VS
Rock Slide deals X damage, divided any way you choose, among any number of target attacking or blocking creatures without flying.					
Rogue Skycaptain	SC	R	●●●	②●	AI
Flying. At beginning of upkeep, put a counter on Skycaptain. During upkeep, pay ② for each counter on Skycaptain, or remove all counters from Skycaptain and opponent gains control of Skycaptain. 3/4.					
Rolling Thunder	SOR	C	●●●●	✳●●	TM
Rolling Thunder deals X damage divided any way you choose among any number of target creatures and/or players.					
Ruination	SOR	R	●●●●	③●	SH
Destroy all nonbasic lands.					
Rukh Egg	SC	C	●●●●	③●	AN
If Rukh Egg goes to the graveyard from play, you get a Rukh token, a 4/4 flying red creature, at end of turn. 0/3.					
Sabretooth Tiger	SC	C	●●	②●	IA,5th
First strike. 2/1.					
Sandstone Warrior	SC	C	●●●	③●●	TM
First strike. ●: Sandstone Warrior gets +1/+0 until end of turn. 1/3.					
Sawtooth Ogre	SC	U	●●●	③●●	WL
If Sawtooth Ogre blocks or is blocked by any creature, Sawtooth Ogre deals 1 damage to that creature at end of combat. 3/3.					
Scorched Earth	SOR	R	●●●	✳●	TM
Choose and discard X land cards: Destroy X target lands.					
Searing Spear Askari	SC	C	●●●●	②●	MG
Flanking. ①●: Cannot be blocked by only one creature this turn. 2/2.					
Searing Touch	INS	U	●●	●	TM
Buyback ①. Searing Touch deals 1 damage to target creature or player.					
Sedge Troll	SC	R	●●●●	②●	L,U,R
●: Regenerates. Gains +1/+1 if you control any swamps. 2/2.					
Seething Anger	SOR	C	●●●	●	SH
Buyback ③. Target creature gets +3/+0 until end of turn.					

KILLER COMBOS





Shocker and Jade Monolith: The wording on Jade Monolith is pretty darned confusing these days, but if your opponent blocks your attacking Shocker, you can redirect the damage it deals to yourself, allowing you to chuck your hand and draw a new one. Shocked? More like confused as heck. But it's a good combo. Trust us.

Shadowstorm SOR U •• TM
Shadowstorm deals 2 damage to each creature with shadow.
Shard Phoenix SC R •••• SH
Flying. : Put Shard Phoenix into your hand. Use this ability only if Phoenix is in your graveyard and only during your upkeep. Sacrifice Phoenix: Shard Phoenix deals 2 damage to each creature without flying. 2/2.
Shatter INS C ••• L,U,R,4th,IA,5th,TM
Destroy target artifact.
Shatterstorm SOR R ••• AQ,R,5th
Bury all artifacts in play.
Shivan Dragon SC R •••• L,U,R,4th,5th
Flying. : +1/+0. 5/5.
Shock INS C •• SH
Shock deals 2 damage to target creature or player.
Shocker SC R ••• TM
If Shocker damages any player, that player discards his or her hand, then draws a new hand of as many cards as he or she had before. 1/1.
Sirocco INS U •• MG
Target player reveals his or her hand to all players. For each blue interrupt card that player holds, he or she pays 4 life or discards that card.
Sisters of the Flame SC C •• DK,4th
: Add to your mana pool. 2/2.
Smoke EN R •• L,U,R,4th,5th
Each player may only untap one creature during untap phase.
Soldier of Fortune SC U ••• AI
, : Target player shuffles his library. 1/1.
Solfatara INS C •• VS
Target player cannot play any land cards this turn. Contrip.
Song of Blood SOR C •• VS
Put top four cards from your library into graveyard. For each creature card, all creatures that attack this turn get +1/+0 until end of turn.
Spinal Villain SC R ••• LG
: Destroy target blue creature. 1/2.
Spitting Drake SC U •• VS
Flying. : +1/+0 until end of turn. You can't spend more than in this way each turn. 2/2.
Spitting Earth SOR C ••• MG
Do damage to a creature equal to number of mountains you control.
Spitting Hydra SC R •• SH
Hydra comes into play with four +1/+1 counters on it. , Remove a +1/+1 counter from Hydra: Do 1 damage to target creature. 0/0.
Starke of Rath SL R ••• TM
: Destroy target artifact or creature. That permanent's controller gains control of Starke of Rath permanently. 2/2.
Stone Giant SC U •• L,U,R,4th,5th
: Give one of your creatures with toughness less than Giant's power flying until end of turn. Target creature is killed at end of turn. 3/4.
Stonehands EC C ••• IA
Target creature gains +0/+2. : Gains +1/+0 until end of turn.
Stone Rain SOR C ••• L,U,R,4TH,IA,MG,5th,TM
Destroy any one land.
Stone Spirit SC U ••• IA,5th
Stone Spirit cannot be blocked by flying creatures. 4/3.
Storm Shaman SC C ••• AI
: +1/+0 until end of turn. 0/4
Storm World EW R •• LG
During upkeep do 1 damage to players for each card in hand below 4.
Stun INS C •• TM
Target creature cannot block this turn. Draw a card.
Subterranean Spirit SC R ••• MG
Protection from red. : Do 1 damage to each non-flying creature. 3/3.
Sudden Impact INS U ••• TM
Sudden Impact deals 1 damage to target player for each card in his hand.
Suq'Ata Lancer SC C •••• VS
Flanking. Suq'Ata Lancer is unaffected by summoning sickness. 2/2.
Tahngarth's Rage EC U •• TM
If enchanted creature is attacking, it gets +3/+0. Otherwise, it gets -2/-1.
Talruum Champion SC C •• VS
First strike. Whenever Talruum Champion blocks or is blocked by any creature, that creature loses first strike until end of turn. 3/3.
Talruum Minotaur SC C ••• MG
Talruum Minotaur is unaffected by summoning sickness. 3/3.
Talruum Piper SC U •• VS
All creatures with flying able to block Talruum Piper do so. 3/3.
Telim'Tor SL R ••• MG
Flanking. If Telim'Tor attacks, all attacking flankers get +1/+1. 2/2.
Telim'Tor's Edict INS R •• MG
Remove from the game target permanent you own or control. Contrip.
•**Tempest Efreet** SC R • LG,4th
, Sacrifice: Pick a card randomly from opponent's hand and place it in yours, burying Efreet in opponent's graveyard. Opponent may prevent this permanent change by sacrificing 10 life or conceding game. 3/3.
Thunderbolt INS C ••• WL
Do 3 damage to target player or 4 damage to target creature with flying.
Thundermare SC R •••• WL
Thundermare is unaffected by summoning sickness. When Thundermare comes into play, tap all other creatures. 5/5.
Tooth and Claw EN R • TM
Sacrifice two creatures: Put a Carnivore token into play. Treat this token as a 3/1 red creature.
Tor Giant SC C •• IA
3/3.
Torrent of Lava SOR R ••• MG
Do X damage to each creature without flying. Each creature gains ": Prevent 1 damage to this creature from Torrent of Lava."
Total War EN R •• IA
When any player attacks, destroy all untapped non-wall creatures that don't attack. Does not affect creatures that come into play this turn.
Tremor SOR C •• VS
Tremor deals 1 damage to each creature without flying.
Tunnel SOR U • L,U,R,4th
Bury target wall.
Two-Headed Giant of Foriys SC R ••• L,U
Trample. May block two creatures in combat. 4/4.
Uthden Troll SC U ••• L,U,R,4th
: Regenerates. 2/2.

Varchild's Crusader SC C •• AI
: Can only be blocked by walls. Bury Crusader at the end of turn. 3/2
Varchild's War-Riders SC R ••• AI
Trample, rampage 1. CU: Put a survivor token into play under target opponent's control. Treat this token as a 1/1 red creature. 3/4.
Vertigo INS U ••• IA
Do 2 damage to target flying creature, which loses flying this turn.
Veteran's Voice EC C •• AI
Play on a creature you control. : Tap creature to give any other target creature +2/+1 until end of turn.
Viashino Sandstalker SC U ••• VS
Unaffected by summoning sickness. At the end of any turn, return Sandstalker to owner's hand. 4/2.
Viashino Warrior SC C •• MG
4/2.
Volcanic Dragon SC R ••• MG
Flying. Volcanic Dragon is unaffected by summoning sickness. 4/4.
Volcanic Geyser INS U ••• MG
Volcanic Geyser deals X damage to target creature or player.
Wall of Diffusion SC C ••• TM
Wall of Diffusion can block creatures with shadow. 0/5.
Wall of Dust SC U • LG,4th
Creatures blocked by Wall may not attack next turn. 1/4.
Wall of Earth SC C •• LG
0/6.
Wall of Fire SC U •• L,U,R,4th,5th
: +1/+0. 0/5.



Why such high marks for a red Phantom Monster? There are 13 red flying creatures that cost four mana or less. Only three have a better power/toughness than the Roc—Emberwilde Djinn, Rathi Dragon and Rogue Skycaptain—and all of them have prohibitive drawbacks. Pound for pound, the Roc is simply one of best red flying creatures in the game.

Wall of Heat SC C •• LG, CH
2/6.
Wall of Lava SC U •• IA
: +1/+1 until end of turn. 1/3.
Wall of Opposition SC U •• LG, CH
: +1/+0 until end of turn. 0/6.
Wall of Razors SC U ••• SH
First strike. 4/1.
Wall of Stone SC U •• L,U,R,4th,5th
0/8.
• **Wheel of Fortune** SOR R ••••• L,U,R
All players must discard their hands and draw seven new cards
Wild Wurm SC U • TM
When Wild Wurm comes into play, flip a coin. If you lose the flip, return Wild Wurm to owner's hand. 5/4.
Wildfire Emissary SC U ••••• MG
Protection from white. : +1/+0 until end of turn. 2/4.
Windseeker Centaur SC R •• PR
Does not tap to attack. 2/2.
Winds of Change SOR R ••• LG,4th,5th
All players must shuffle their hands into their libraries, then draw as many cards as they originally had.
Winter Sky SOR R •• HL
Flip a coin. If you win, Winter Sky does 1 damage to each creature and player. Otherwise, each player draws a card.
Word of Blasting INS U •• IA,5th
Bury target wall and do X damage to the wall's controller, where X equals the casting cost of the wall.
Yawen Efreet SC R ••• AN
Flip a coin when defending. If opponent wins flip, opponent may decide whether or not Ydwen Efreet blocks. 3/6.

Zirilan of the Claw SL R ••• MG
, : Search your library for a Dragon card and put it into play. That creature is unaffected by summoning sickness. Remove the creature from the game at the end of any turn. 3/4.

WHITE

Abbey Gargoyles SC U ••• HL,5th
Flying. Protection from red. 3/4.
Abbey Matron SC C •• HL
, : +0/+3 until end of turn. 1/3.
Abeyance INS R •••• WL
Target player may not play instants, interrupts, sorceries or use any effects requiring an activation cost until end of turn. Draw a card.
Abu Ja'far SC U ••• AN, CH
If Abu Ja'far is destroyed in combat, all creatures blocked or blocking Abu are destroyed and cannot regenerate. 0/1.
Adarkar Unicorn SC C •• IA
: Add either or and to your mana pool. This mana can only be used for cumulative upkeep. 2/2.
Advance Scout SC C ••• TM
First strike. : Target creature gains first strike until end of turn. 1/1.
Afterlife INS U •• MG
Bury target creature and put a 1/1 white flying creature into play under control of that creature's controller.
Akron Legionnaire SC R • LG,CH,5th
Of your non-artifact creatures, only Legionnaire may attack. 8/4.
Alabaster Dragon SC R ••• WL
Flying. If Alabaster Dragon is put into any graveyard from play, shuffle Alabaster Dragon into its owner's library. 4/4.
Alaboster Potion INS C ••• LG,4th,5th
Give target player X life or prevent X damage to any target.
Alarum INS C ••• MG
Untap target non-attacking creature and give it +1/+3 this turn
Alms EN C •• WL
, Remove the top card in your graveyard from the game: Prevent 1 damage to any creature.
Amrou Kithkin SC C •• LG,4th
Creatures with power greater than 2 may not block Amrou. 1/1.
Angelic Protector SC U ••• TM
Flying. If Angelic Protector is the target of a spell or ability, it gets +0/+3 until end of turn. 2/2.
Angelic Renewal EN C ••• WL
If any creatures are put into your graveyard from play, you may bury Angelic Renewal and put one of those creatures into play.
Angelic Voices EN R ••• LG, CH
Give all creatures +1/+1 if you control only white or artifact creatures.
Angry Mob SC U ••• DK,4th,5th
Trample. During your turn, *=total number of swamps all opponents control. Otherwise, *=0. 2+*/2+*.
Animate Wall EC R • L,U,R,4th,5th
Target wall may now attack.
Anoint INS C ••• TM
Buyback . Prevent up to 3 damage to any creature.
Archangel SC R ••• VS
Flying. Attacking does not cause Archangel to tap. 5/5.
Arctic Foxes SC C • IA
If defender controls any snow-covered lands, Arctic Foxes may not be blocked by any creature with power greater than 1. 1/1.
Ardent Militia SC C •• WL
Attacking does not cause Ardent Militia to tap. 2/5.
Arenson's Aura EN C ••• IA,5th
: Sacrifice an enchantment to destroy another enchantment.
: Counter an enchantment as it is being cast.
Argivian Archaeologist SC R •••• AQ
, : Bring an artifact from your graveyard to your hand. 1/1.
Argivian Blacksmith SC C • AQ
: Prevent 2 damage to target artifact creature. 2/2.
Argivian Find INS U ••• WL
Return target artifact or enchantment from your graveyard to your hand.
Armageddon SOR R ••••• L,U,R,4th,5th
Destroy all lands in play.
Armor of Faith EC C ••• IA,5th
Target creature gains +1/+1. : +0/+1.
Armor Sliver SC U ••• TM
Each Sliver gains ": This creature gets +0/+1 until end of turn." 2/2.
Armored Pegasus SC C •• TM
Flying. 1/2.
Army of Allah INS C ••• AN
+2/+0 to all attacking creatures until end of turn.
Artifact Ward EC C •• AQ
Target creature may not be blocked by artifact creatures, cannot be targetted by artifacts, and takes no damage from artifacts.
Aura of Silence EN U ••• WL
Artifact and enchantment spells cost target opponent an additional to play. Sacrifice Aura of Silence: Destroy target artifact or enchantment.
Auratog SC R •• TM
Sacrifice an enchantment: Auratog gets +2/+2 until end of turn. 1/2.
Auspicious Ancestor SC R ••• MG
If Ancestor is put into your graveyard from play, gain 3 life. : Gain 1 life. Use only when a white spell is successfully cast and only once per spell. 2/3.
Avenging Angel SC R •••• TM
Flying. If Avenging Angel is put into any graveyard from play, you may put Avenging Angel on top of owner's library. 3/3.
Aysen Bureaucrats SC C ••• HL,5th
: Tap target creature with power no greater than 2. 1/1.
Aysen Crusader SC R •• HL
* equals number of heroes in play. 2+*/2+*.
Aysen Highway EN R •• HL
All white creatures gain plainswalk.
• **Balance** SOR R ••••• L,U,R,4th
All players must discard enough lands, cards in hand, and creatures so that everyone has the same number as the player with the lowest number of lands, cards in hand, and creatures, respectively.

key

• Restricted
• Banned
• Banned in Type 1.5 only
• Banned in Extended only

ART Artifact
AC Artifact Creature
CR Current Rarity
CU Cumulative Upkeep
EA Enchant Artifact
EC Enchant Creature
EE Enchant Enchantment
EL Enchant Land
EN Enchantment
EW Enchant World
INS Instant
INT Interrupt
LAN Land
LL Legendary Land
MS Mana Source
SC Summon Creature
SL Summon Legend
SOR Sorcery

MAGIC The Gathering®

players guide

WHITE

Name / Description	Kind	CR	Rating	Cost	Sets Found
Bandage Prevent 1 damage to any creature or player. Draw a card.	INS	C	••	✱	SH
Battle Cry Untap all your white creatures. All blockers get +0/+1 this turn.	INS	U	••	②✱	IA
Beast Walkers 🌲: Bonding until end of turn. 2/2.	SC	R	•	①✱✱	HL
Benalish Hero Bonding. 1/1.	SC	C	••	✱	L,U,R,4th,5th
Benalish Infantry Bonding. 1/3.	SC	C	••	②✱	WL
Benalish Knight First strike. You may play Knight whenever you could play an instant. 2/2.	SC	C	•••	2✱	WL
Benalish Missionary 2✱, 🔄: Target blocked creature deals no damage this turn. 1/1.	SC	C	••	✱	WL
Benevolent Unicorn Whenever a spell assigns damage, that damage is reduced by 1. 1/2.	SC	C	•••	③✱	MG
Black Scarab Target creature gets +2/+2 as long as any other player has any black cards. Target creature cannot be blocked by black creatures.	EC	U	••	✱	IA
Black Ward Target creature gains protection from black.	EC	U	••	✱	L,U,R,4th
Blaze of Glory Target creature must block all creatures that it is legally eligible to block. Blocker's controller chooses how to distribute damage.	INS	R	•	✱	L,U
Blessed Wine Gain 1 life. Contrip.	INS	C	••	③✱	IA,5th
Blessing ✱: +1/+1.	EC	R	•••	✱✱	L,U,R,4th
Blinding Light Tap all non-white creatures.	SOR	U	••	②✱	MG
Blinking Spirit ②: Return Blinking Spirit to its owner's hand. 2/2.	SC	R	••••	②✱	IA,5th
Blood of the Martyr Until end of turn, you may redirect damage done to your creatures to yourself instead.	INS	U	••	✱✱✱	DK, CH
Blue Scarab Target creature gets +2/+2 as long as any other player has any blue cards. Target creature cannot be blocked by blue creatures.	EC	U	••	✱	IA
Blue Ward Target creature gains protection from blue.	EC	U	••	✱	L,U,R,4th
Brainwash Target creature may not attack unless its controller spends ③.	EC	C	••	✱	DK,4th,5th
Call to Arms Choose a color. As long as target opponent controls more cards of that color than of any other, all white creatures get +1/+1. Bury Call to Arms if at any time opponent doesn't control more cards of that color than any other color.	EN	R	•••	①✱	IA
Calming Licid ✱, 🔄: Calming Licid loses this ability and becomes a creature enchantment that reads "Enchanted creature cannot attack" instead of a creature. Move Calming Licid onto target creature. You may pay ✱ to end this effect. 2/2	SC	U	••	②✱	SH
Camel Banding. Camel and those banded with it are immune to Deserts. 0/1.	SC	C	•	✱	AN
Caribou Range ✱✱: Tap land to put a Caribou token into play. Treat this token as a 0/1 white creature. ①: Sacrifice a token to gain 1 life.	EL	R	••	②✱✱	IA,5th
Carrier Pigeons Flying. Contrip. 1/1.	SC	C	•	③✱	AI
Castle Your untapped creatures gain +0/+2. Attackers don't get this bonus.	EN	U	•••	③✱	L,U,R,4th,5th
Celestial Dawn All non-land cards you own that are not in play are white. All non-land permanents you control are white. All lands you control are plains. All colored mana symbols on all of these cards and permanents are ✱.	EN	R	•••	①✱✱	MG
Change of Heart Buyback ⑤. Target creature cannot attack this turn.	INS	C	••	✱	SH
Circle of Protection: Artifacts ②: Prevent all damage against you from an artifact source.	EN	U	•••	①✱	AQ,4th,5th
Circle of Protection: Black ①: Prevent all damage to you from one black source.	EN	C	•••	1✱	B,U,R,4TH,IA,5th,TM
Circle of Protection: Blue ①: Prevent all damage to you from one blue source.	EN	C	•••	①✱	L,U,R,4TH,IA,5th,TM
Circle of Protection: Green ①: Prevent all damage to you from one green source.	EN	C	•••	①✱	L,U,R,4TH,IA,5th,TM
Circle of Protection: Red ①: Prevent all damage to you from one red source.	EN	C	••••	①✱	L,U,R,4TH,IA,5th,TM
Circle of Protection: Shadow ①: Prevent all damage to you from a creature with shadow.	EN	C	••	①✱	TM
Circle of Protection: White ①: Prevent all damage to you from one white source.	EN	C	•••	①✱	L,U,R,4TH,IA,5th,TM
Civic Guildmage 🌲, 🔄: Target creatures gets +0/+1 until end of turn. ⚫, 🔄: Put target creature you control on top of owner's library. 1/1.	SC	C	•••	✱	MG
Cleanse Destroy all black creatures in play.	SOR	R	•••	②✱✱	LG
Cleansing All lands are destroyed. Anyone may pay 1 life per land they wish to save.	SOR	R	••	✱✱✱	DK
Clergy en-Vec ①: Prevent 1 damage to any creature or player. 1/1.	SC	C	•••	①✱	TM
Clergy of the Holy Nimbus If killed, Clergy regenerates unless opponent pays ①. 1/1.	SC	C	••	✱	LG
Cloudchaser Eagle Flying. When Cloudchaser Eagle comes into play, destroy target enchantment. 2/2.	SC	C	•••	3✱	TM
Cold Snap CU: ②. During each player's upkeep, Cold Snap does 1 damage to that player for each snow-covered land he controls.	EN	U	•	②✱	IA
Combat Medic ①✱: Prevent 1 damage to a player or creature. 0/2.	SC	C	•••	②✱	FE
Consecrate Land Target land is immune from all effects that would destroy it.	EL	U	•••	✱	L,U
Contemplation Whenever you successfully cast a spell, gain 1 life.	EN	U	•••	①✱✱	SH
Conversion All mountains are now plains. You must pay ✱✱ during upkeep.	EN	U	•••	②✱✱	L,U,R,4th
Conviction Enchanted creature gets +1/+3. ✱: Return Conviction to owner's hand.	EC	C	•••	①✱	SH
Cooperation Target creature gains banding.	EC	C	••	②✱	IA
Crusade All white creatures gain +1/+1.	EN	R	••••	✱✱	L,U,R,4th,5th
Damping Field No one may untap more than one artifact during his untap phase.	EN	U	•	②✱	AQ
Daraja Griffin Flying. Sacrifice Daraja Griffin: Destroy target black creature. 2/2.	SC	U	••	③✱	VS
D'Avenant Archer 🔄: Do 1 damage to target attacking or blocking creature. 1/2.	SC	C	••	②✱	LG,CH,5th
Dazzling Beauty Target unblocked creature is considered blocked. Draw a card.	INS	C	••	②✱	MG
Death Speakers Protection from black. 1/1.	SC	U	••	✱	HL,5th
Death Ward Regenerate target creature.	INS	C	••	✱	L,U,R,4th,IA,5th
Debt of Loyalty Regenerate target creature. Gain control of that creature.	INS	R	•••	①✱✱	WL
Disempower Put target artifact or enchantment on top of owner's library.	INS	C	••	①✱	MG
Disenchant Destroy target enchantment or artifact.	INS	C	•••••	①✱	L,U,R,4th,IA,MG,5th,TM
• Divine Intervention Put two counters on Divine Intervention. Remove one counter during your upkeep. When both are removed, game ends in a draw.	EN	R	••	⑤✱✱	LG
Divine Offering Destroy target artifact, gaining life equaling casting cost of artifact.	INS	C	••••	③✱	LG,MG,5th
Divine Retribution Do 1 damage to target attacking creature for each attacking creature.	INS	R	••	④✱	MG
Divine Transformation Target creature gets +3/+3.	EC	U	•••	②✱✱	LG,4th,5th
Drought During your upkeep, pay ✱✱ or destroy Drought. In order to cast a spell that has ✱ as part of its casting cost or use an ability that requires ✱, the player must sacrifice a swamp for each ✱ in the spell or effect.	EN	U	•••	②✱✱	IA
Duskrider Falcon Flying, protection from black. 1/1.	SC	C	•••	①✱	WL
Dust to Dust Remove any two target artifacts from the game.	SOR	U	•••	①✱✱	DK,5th
Ekundu Griffin Flying, first strike. 2/2.	SC	C	•••	③✱	MG
Elder Land Wurm Trample. Cannot attack until it has been assigned to block. 5/5.	SC	R	•	④✱✱✱	LG,4th
Elite Javelineer If Javelineer blocks, it deals 1 damage to target attacking creature. 2/2.	SC	C	••	②✱	TM
Elvish Healer ✱: Prevent 1 damage to any target or 2 damage to a green creature. 1/2.	SC	C	••••	②✱	IA
Empyrial Armor Creature gets +X/+X, where X is the number of cards in your hand.	EC	C	••••	①✱✱	WL
Enchanted Being Takes no combat damage from enchanted creatures. 2/2.	SC	C	•	①✱✱	LG
Enduring Renewal Play with your hand face up. If you draw a creature, discard it. When a creature goes to your graveyard from play, return it to your hand.	EN	R	•••	②✱✱	IA
Energy Storm CU: ①. Damage done by instants, interrupts, and sorceries is reduced to 0. Flying creatures do not untap during their controller's untap.	EN	R	••••	①✱	IA
Enlightened Tutor Search your library for an artifact or enchantment card and reveal that card to all players. Put the revealed card back on top of your library.	INS	U	••••	✱	MG
Equinox Tap target land to counter a spell that destroys your land.	EL	C	••	✱	LG
Equipoise During your upkeep, for each land target player controls in excess of the number of lands you control, target land he or she controls phases out. Repeat this process for artifacts and then for creatures.	EN	R	••	②✱	VS
Errand of Duty Put a Knight token into play. Treat as a 1/1 white banding creature.	INS	C	•••	①✱	AI
Ethereal Champion Pay 1 life: Prevent 1 damage to Ethereal Champion. 3/4.	SC	R	•••	②✱✱	MG
Exile Remove target non-white attacker from game. Gain life = toughness.	INS	R	••••	②✱	AI
Exorcist ①✱, 🔄: Destroy target black creature. 1/1.	SC	R	•••	✱✱	DK
Eye for an Eye Do as much damage to controller of a creature, spell, or effect as target creature, spell, or effect does to you.	INS	R	•••	✱✱	AN,R,4th,5th
Eye of Singularity When Eye comes into play, bury all permanents with the same name except basic lands. Whenever any permanent other than a basic land comes into play, bury any permanent already in play with same name.	EW	R	••	③✱	VS
Farmstead Once per turn, during your upkeep, you may spend ✱✱ to gain 2 life.	EL	R	•	✱✱✱	L,U,R
Farrel's Mantle If target creature attacks and is not blocked it may deal X + 2 damage to any other creature where X is the power of the enchanted creature.	EC	U	•••	②✱	FE
Farrel's Zealot If Zealot is not blocked, you may deal 3 damage to a target creature. If so, Farrel's Zealot deals no damage. 2/2.	SC	C	••	①✱✱	FE
Farrelite Priest ①: Add ✱ to mana pool. Bury if more than ③ is spent in one turn. 1/3.	SC	U	•	①✱✱	FE
Fasting Gain 2 life if you skip your draw phase. Destroy Fasting if you draw a card for any reason or when it has been in play for five of your upkeeps.	EN	U	••	✱	DK
Favorable Destiny As long as you control at least one other creature, enchanted creature cannot be target of spells or effects. If creature is white, it gets +1/+2.	EC	U	•••	③✱	MG
Femeref Healer 🔄: Prevent 1 damage to any creature or player. 1/1.	SC	C	•••	①✱	MG
Femeref Knight Flanking. ✱: Attacking does not cause Knight to tap this turn. 2/2.	SC	C	••••	②✱	MG
Femeref Scouts 1/4.	SC	C	••	②✱	MG
Festival Opponent may not attack this turn. Play during opponent's upkeep.	INS	C	••	✱	DK
Field of Souls Whenever a non-token creature is put into your graveyard from play, put an Essence token into play. Treat as a 1/1 white creature with flying.	EN	R	•••	2✱✱	TM
Fire and Brimstone Do 4 damage to target player and do 4 damage to you. May only be cast if that opponent has declared an attack this turn.	INS	U	•	③✱✱	DK
Flickering Ward When you play Flickering Ward, choose a color. Enchanted creature gains protection from the chosen color. ✱: Return Ward to owner's hand.	EC	U	•••	✱	TM
Forrisian Brigade Forrisian Brigade may block up to two creatures each combat. 2/4.	SC	U	•••	②✱	WL
Formation Give target creature bonding until end of turn. Contrip.	INS	R	••	①✱	IA
Fortified Area Give all your walls +1/+0 and bonding.	EN	C	••	①✱✱	LG
Freewind Falcon Flying, protection from red. 1/1.	SC	C	••	①✱	VS
Fylgja Put four counters on Fylgja. ②: Remove a counter to prevent 1 damage to the creature Fylgja enchants. ②✱: Put a counter on Fylgja.	EC	C	•••	✱	IA
Gallantry Target blocking creature gets +4/+4 until end of turn. Draw a card.	INS	U	•••	①✱	TM
General Jarkeld 🔄: Exchange two blockers without creating an illegal block. 1/2.	SL	R	••	②✱	IA
Gerrard's Battle Cry 2✱: All creature you control get +1/+1 until end of turn.	EN	R	•••	✱	TM
Gerrard's Wisdom For each card in your hand, gain 2 life.	SOR	U	•••	②✱✱	WL

KILLER COMBOS





Blinking Spirit and Contemplation: If you're caught in a big creature stalemate, here's something to contemplate: For the cost of four mana, you can bounce the Blinking Spirit into your hand and put it back into play. With Contemplation in play, that's a gain of one point of life. If you've got enough spare mana, you can do this trick twice or even three times per turn.

Name — Kind — CR — Rating — Artist — Cost — Sets Found
Description

Glyph of Life — INS — C — • — LG
Gain life equal to the damage done to target wall by an attacker.

Gossamer Chains — EN — C — •• — VS
Return Gossamer Chains to owner's hand: Target unblocked creature deals no combat damage this turn.

Great Defender — INS — U — •• — LG
Give target +0/+X until end of turn, where X is the creature's cost.

Great Wall — EN — U — • — LG
Creatures with plainswalk may be blocked.

Greater Realm of Preservation — EN — U — ••• — LG,5th
: Prevent all damage to you from a red or black source.

Green Scarab — EC — U — •• — IA
Target creature gets +2/+2 as long as any other player has any green cards. Target creature cannot be blocked by green creatures.

Green Ward — EC — U — •• — L,U,R,4th
Target creature gains protection from green.

Guardian Angel — INS — C — • — L,U,R
Prevent X damage dealt to a target. Psst: put this card next to Paralyze.

Guided Strike — INS — C — ••• — WL
Target creature gets +1/+0 and first strike until end of turn. Draw a card.

Hallowed Ground — EN — U — ••• — IA
: Return a non-snow-covered land you control to its owner's hand.

Hand of Justice — SC — R — ••• — FE
: Tap three white creatures you control to destroy target creature. 2/6.

Hanna's Custody — EN — R — ••• — TM
Artifacts cannot be the target of spells or abilities.

Hazduhr the Abbot — SL — R — •• — HL
, : Redirect to Hazduhr X damage dealt to a white creature you control. 2/5.

Heal — INS — C — •• — IA,5th
Prevent 1 damage to any target. Contrip.

Healing Salve — INS — C — ••• — L,U,R,4th,MG,5th
Gain 3 life, or prevent up to 3 damage.

Heaven's Gate — INS — U — •• — LG
Change the color of one or more creatures to white until end of turn.

Heavy Ballista — SC — C — ••• — WL
: Ballista deals 2 damage to target attacking or blocking creature. 2/3.

Heroism — EN — U — • — FE
Sacrifice a white creature to prevent red attackers from dealing damage in combat this turn. Attacker may pay so an attacker may deal damage normally.

Hero's Resolve — EC — C — ••• — TM
Enchanted creature gets +1/+5.

Hidden Retreat — EN — R — •••• — SH
Choose a card in your hand and put it on top of your library: Prevent all damage from an instant or sorcery.

Hipparion — SC — U — •• — IA,5th
Cannot block creatures with power 3 or greater unless you pay . 1/3.

Holy Armor — EC — C — •• — L,U,R,4th
Target creature gains +0/+2. : +0/+1.

Holy Day — INS — C — • — LG
Creatures attack and block as normal but deal no damage.

Holy Light — INS — C — ••• — DK
Give all non-white creatures -1/-1 until end of turn.

Holy Strength — EC — C — •• — L,U,R,4th,5th
Target creature gains +1/+2.

Honor Guard — SC — C — ••• — SH
: Honor Guard gets +0/+1 until end of turn. 1/1.

Honorable Passage — INS — U — •••• — VS
Prevent all damage to you or target creature from any one source. If that source is red, Honorable Passage deals to the source's controller an amount of damage equal to the amount of damage prevented.

Hope Charm — INS — C — •• — VS
Choose one—Target creature gains first strike until end of turn; or target player gains 2 life; or destroy target local enchantment.

Humility — EN — R — •••• — TM
Each creature loses all abilities and is a 1/1 creature.

Icatian Infantry — SC — C — •• — FE
: Banding, : First strike. 1/1.

Icatian Javelineers — SC — C — ••• — FE
Put a Javelin counter on Javelineers when cast. : Remove the counter to deal 1 damage to any target. 1/1.

Icatian Lieutenant — SC — R — •• — FE
: Give target Soldier +1/+0 until end of turn. 1/2.

Icatian Moneychanger — SC — C — •• — FE
Lose 3 life when casting and put three counters on Icatian Moneychanger. During your upkeep, put a counter on Moneychanger. Sacrifice Moneychanger during your upkeep to gain 1 life for each counter on it. 0/2.

Icatian Phalanx — SC — U — •• — FE,5th
Bands. 2/4.

Icatian Priest — SC — U — •• — FE
: Make target creature +1/+1 until end of turn. 1/1.

Icatian Scout — SC — C — •• — FE,5th
, : Give target creature first strike. 1/1.

Icatian Skirmishers — SC — R — •• — FE
Banding, first strike. All creatures that band with Skirmishers gain first strike until end of turn. 1/1.

Icatian Town — SOR — R — ••• — FE,5th
Put four Citizen tokens, which are 1/1 white creatures, in play.

Illumination — INT — U — ••• — MG
Counter target artifact or enchantment spell. That spell's caster gains an amount of life equal to the spell's casting cost.

Indestructible Aura — INS — C — •• — LG
Reduce to 0 all damage dealt to target creature until end of turn.

Infantry Veteran — SC — C — •• — VS
: Target attacking creature gets +1/+1 until end of turn. 1/1.

Infinite Authority — EC — R — •• — LG, CH
After combat, destroy all creatures with toughness 3 or less blocking or blocked by enchanted creature. Put a +1/+1 counter on target for each creature destroyed.

Inheritance — EN — U — • — AI
: Draw a card. Use this only when a creature is put into the graveyard from play, and only once for each creature put into the graveyard.

Inner Sanctum — EN — R — • — WL
CU: 2 life. All damage dealt to creatures you control is reduced to 0.

Invulnerability — INS — U — ••• — TM
Buyback . Prevent all damage to you from one source.

Iron Tusk Elephant — SC — U — •• — MG
Trample. 3/3.

Island Sanctuary — EN — R — ••• — L,U,R,4th,5th
If you decline one card during your draw phase, only flying or islandwalking creatures may attack you until your next turn.

Ivory Charm — INS — C — •• — MG
Choose one—all creature get -2/-0 until end of turn; or prevent 1 damage to any creature or player; or tap target creature.

Ivory Gargoyle — SC — R — •••• — AI
Flying. If Gargoyle is put into the graveyard from play, put it into play under owner's control at end of turn and skip your next draw phase. : Remove Gargoyle from the game. 2/2.

Ivory Guardians — SC — U — •• — LG,CH,5th
Protection from red. All Guardians are +1/+1 if opponent controls any red cards. 3/3.

Joberi's Influence — INS — R — ••• — MG
Play only after combat. Gain control of target non-artifact creature that attacked you this turn and put a -0/-1 counter on it.

Jamuraan Lion — SC — C — •• — VS
, : Target creature cannot block this turn. 3/1.

Jihad — EN — R — ••• — AN
+2/+1 to white creatures while chosen color of opponent's is in play. Discard Jihad if no cards of that color are in play.

Juniper Order Advocate — SC — U — ••• — AI
If Advocate is untapped, all your green creatures get +1/+1. 1/2.

Justice — EN — U — ••• — IA,5th
You must pay during upkeep. When a red spell or creature deals damage, Justice deals the same damage to the effect's controller.

Karma — EN — U — •••• — L,U,R,4th,5th
During each player's upkeep, he takes 1 damage for each swamp he controls.

Keepers of the Faith — SC — C — •• — LG, CH
2/3.



All other CoPs receive three stars. CoP: Red receives four. Why? Because the nastiest damage spells, the ones from which you really need protection, just happen to be red. White has plenty of ways to deal with creatures, which is usually the best offense the other colors can throw at you. But to fend off a barrage of direct-damage spells? Nothing does it better than a Circle o' Protection.

Kelsinko Ranger — SC — C — •• — IA
: One green creature gains first strike until end of turn. 1/1.

King Suleiman — SC — R — •• — AN
: Destroy target Djinn or Efreet. 1/1.

Kismet — EN — U — ••• — LG,4th,5th
All of target opponent's creatures, lands and artifacts enter play tapped.

Kithkin Armor — EC — C — •• — WL
Enchanted creature cannot be blocked by creatures with power 3 or greater. Sacrifice Armor: Prevent all damage to enchanted creature from one source.

Kjeldoran Elite Guard — SC — U — ••• — IA
: Give target creature +2/+2. Bury Kjeldoran Elite Guard if that creature leaves play this turn. 2/2.

Kjeldoran Escort — SC — C — ••• — AI
Banding. 2/3.

Kjeldoran Guard — SC — C — •• — IA
: Give target creature +1/+1 until end of turn. If that creature leaves play, bury Kjeldoran Guard. Use only when attack or defense is announced, and only if defending player controls no snow-covered lands. 1/1.

Kjeldoran Home Guard — SC — U — •• — AI
At the end of any combat in which Home Guard attacked or blocked, put a -0/-1 counter on Home Guard and put a Deserter token into play. Treat this token as a 0/1 white creature. 1/6.

Kjeldoran Knight — SC — R — ••• — IA
Banding. : +1/+0. : +0/+2. 1/1.

Kjeldoran Phalanx — SC — R — •• — IA
First strike, banding. 2/5.

Kjeldoran Pride — EC — C — •• — AI
Creature gets +1/+2. : Switch Kjeldoran Pride from creature it enchants to another creature. The new target must be legal.

Kjeldoran Royal Guard — SC — R — ••• — IA,5th
: Redirect all damage done to you by unblocked creatures this turn to Kjeldoran Royal Guard instead. 2/5.

Kjeldoran Skycaptain — SC — U — •• — IA,5th
Flying, banding, first strike. 2/2.

Kjeldoran Skyknight — SC — C — ••• — IA
Flying, banding, first strike. 1/1.

Kjeldoran Warrior — SC — C — •• — IA
Banding. 1/1.

Knight of Dawn — SC — U — ••• — TM
First strike. Knight of Dawn gains protection from the color of your choice until end of turn. 2/2.

Knight of Valor — SC — C — ••• — VS
Flanking. : Each creature without flanking blocking Knight of Valor gets -1/-1 until end of turn. Use this ability only once each turn. 2/2.

Knights of Thorn — SC — R — ••• — DK
Protection from red, banding. 2/2.

Lance — EC — U — •• — L,U,R
Target creature gains first strike.

Lancers en-Kor — SC — U — ••• — SH
Trample. : Redirect 1 damage from Lancers to a creature you control. 3/3.

• Land Tax — EN — R — ••••• — LG,4th
If opponent controls more lands then you during your upkeep, you may take up to three basic lands from your library into your hand.

Leeches — SOR — R — • — HL
Target player loses all poison counters and takes 1 damage per counter.

Lifeblood — EN — R — ••• — LG
Gain 1 life whenever target opponent taps a mountain.

Light of Day — EN — U — •••• — TM
Black creatures cannot attack or block.

Lightning Blow — INS — R — •• — IA
Give target creature first strike until end of turn. Contrip.

Longbow Archer — SC — U — ••• — VS
First strike. Longbow Archer can block creatures with flying. 2/2.

Lost Order of Jarkeld — SC — R — •• — IA
* equals the number of creatures controlled by target opponent. 1+*/1+*.

Mangara's Blessing — INS — U — ••• — MG
Gain 5 life. If a spell or effect by an opponent causes you to discard Mangara's Blessing, gain 2 life and return Blessing to your hand at end of turn.

Mangara's Equity — EN — U — •• — MG
Choose black or red. During your upkeep, you must pay . For each 1 damage a creature of the chosen color deals to you or a white creature you control, Mangara's Equity deals 1 damage to that creature.

Marble Titan — SC — R — •• — TM
Creatures with power 3 or greater do not untap during their controllers' untap phases. 3/3.

Martyrdom — INS — C — •• — AI
Redirect to target creature you control any amount of damage until end of turn.

Martyr's Cry — SOR — R — •• — DK
Remove all white creatures from the game. Each player must draw a card for each white creature her or she controlled.

Martyrs of Korlis — SC — U — ••• — AQ
Damage done to you by artifacts is instead done to Martyrs of Korlis unless Martyrs of Korlis is tapped. 1/6.

Master Decoy — SC — C — ••• — TM
, : Tap target creature. 1/2.

Master of Arms — SC — U — ••• — WL
First strike. : Tap target creature blocking Master of Arms. 2/2.

Melesse Spirit — SC — U — ••• — MG
Flying. Protection from black. 3/3.

Mercenaries — SC — R — • — IA
A player may pay to prevent Mercenaries from dealing damage. 3/3.

Mesa Falcon — SC — C — •• — HL,5th
Flying. : +0/+1 until end of turn. 1/1.

Mesa Pegasus — SC — C — ••• — L,U,R,4th,5th
Flying, banding. 1/1.

Miracle Worker — SC — C — • — DK
: Destroy target enchantment on one of your creatures. 1/1.

Miraculous Recovery — INS — U — ••• — VS
Put target creature card from your graveyard into play and put a +1/+1 counter on that creature. Treat the creature as though it were just played.

Mistmoon Griffin — SC — U — ••• — WL
Flying. If Mistmoon Griffin is put into any graveyard from play, remove Mistmoon Griffin from the game, then put the top creature card from your graveyard into play. 2/2.

Moat — EN — R — •••• — LG
Non-flying creatures cannot attack.

Moorish Cavalry — SC — C — ••• — AN
Trample. 3/3.

Morale — INS — C — •• — DK, 4th
Give all attacking creatures +1/+1 until end of turn.

Mounted Archers — SC — C — ••• — TM
Mounted Archers can block creatures with flying. : Mounted Archers can block an additional creature this turn. 2/3.

Mtenda Griffin — SC — U — ••• — MG
Flying. , : Return Mtenda Griffin to owner's hand and return target Griffin in your graveyard to your hand. Use only during your upkeep. 2/2.

Mtenda Herder — SC — C — •• — MG
Flanking. 1/1.

Noble Elephant — SC — C — ••• — MG
Banding, trample. 2/2

Noble Steeds — EN — C — •• — AI
: Target creature gains first strike until end of turn.

Nomads en-Kor — SC — C — ••• — SH
: Redirect 1 damage from Nomads en-Kor to a creature you control. 1/1.

Northern Paladin — SC — R — ••• — L,U,R,4th
, : Destroy a black card in play. 3/3.

Null Chamber — EW — R — ••• — MG
You and target opponent each name any card except a basic land. Those cards cannot be played.

Key

• Restricted
• Banned
• Banned in Type 1.5 only
• Banned in Extended only

ART Artifact
AC Artifact Creature
CR Current Rarity

CU Cumulative Upkeep
EA Enchant Artifact
EC Enchant Creature

EE Enchant Enchantment
EL Enchant Land
EN Enchantment

EW Enchant World
INS Instant
INT Interrupt

LAN Land
LL Legendary Land
MS Mana Source

SC Summon Creature
SL Summon Legend
SOR Sorcery

MAGIC The Gathering®

players guide

Name — Description	Kind	CR	Rating	Cost	Sets Found
Oracle *en-Vec* : Target opponent chooses any number of creatures he or she controls. During that player's next turn, those creatures attack if able, and no other creatures can attack. At the end of that turn, destroy each of those creatures that did not attack. Use this ability only during your turn. 1/1.	SC	R	••	ⓤ✱	TM
Order of Leitbur Protection from black. ✱✱: +1/+0. ✱: First strike. 2/1.	SC	C	••••	✱✱	FE
Order of the Sacred Torch : Pay 1 life to counter a black spell. 2/2.	SC	R	••••	ⓤ✱✱	IA,5th
Order of the White Shield Protection from black. ✱✱: +1/+0. ✱: First Strike. 2/1.	SC	U	••••	✱✱	IA,5th
Orim, Samite Healer Orim, Samite Healer counts as a Cleric. : Prevent up to 3 damage to any creature or player. 1/3.	SL	R	••••	ⓦ✱✱	TM
Orim's Prayer If any creature attacks you, gain 1 life for each attacking creature.	EN	U	••	ⓦ✱✱	TM
Osai Vultures Flying. After a turn in which a creature died, add a counter to Vultures. Remove two counters to make Vultures +1/+1 until end of turn. 1/1.	SC	U	•	ⓑ✱	LG,4th
Pacifism Enchanted creature cannot attack or block.	EC	C	••••	ⓦ✱	MG,TM
Parapet You may choose to play Parapet as an instant; if you do, bury it at end of turn. All creatures you control get +0/+1.	EN	C	•••	ⓤ✱	VS
Peace Talks During this turn and the next one, players cannot declare an attack and cannot play spells or abilities that target any permanent or player.	SOR	U	•••	ⓤ✱	VS
Peacekeeper During upkeep, pay ⓦ✱ or bury Keeper. Creatures cannot attack. 1/1.	SC	R	•••	ⓦ✱	WL
Pearl Dragon Flying. ✱: +0/+1. 4/4.	SC	R	•••	ⓤ✱✱	MG
Pearled Unicorn 2/2.	SC	C	•	ⓦ✱	L,U,R,4th,5th
Pegasus Refuge , Choose and discard a card: Put a Pegasus token into play. Treat this token as a 1/1 white creature with flying.	EN	R	•	ⓦ✱	TM
Personal Incarnation Owner may redirect any amount of damage done to Incarnation to himself instead. If Incarnation dies, its owner loses half his life (round up). 6/6.	SC	R	•••	③✱✱✱	L,U,R,4th,5th
Petra Sphinx : Target player names a card and then turns over the top card in his library. If the guess matches the card, the player draws the card; otherwise, it goes to the graveyard. 3/4.	SC	R	••	⑦✱✱✱	LG, CH
Piety +0/+3 to all defending creatures until end of turn.	INS	C	••	②✱	AN,4th
Pikemen Banding, first strike. 1/1.	SC	C	•••	①✱	DK,4th,5th
Preacher : Gain control of an opponent's creature of his choice. If Preacher untaps or leaves play, you lose control of the creature. 1/1.	SC	R	•••	①✱✱	DK
Presence of the Master Counter all enchantments as they are being cast.	EN	U	••	③✱	LG
Prismatic Circle CU: . Choose a color. : Prevent all damage to you from a source of the chosen color.	EN	C	••	②✱	MG
Prismatic Ward Choose a color when Prismatic Ward comes into play. All damage dealt to target creature by sources of that color is reduced to 0.	EC	C	••	②✱	IA,5th
Prophecy Reveal the top card of opponent's library to all players. If it is a land, gain 1 life. That opponent then shuffles his library. Contrip.	SOR	C	••	✱	HL
Purelace Change the color of one card being played or in play to white.	INT	R	•	✱	L,U,R,4th
Pursuit of Knowledge Skip drawing a card: Put a study counter on Pursuit. Remove three study counters from Pursuit, Sacrifice Pursuit: Draw seven cards.	EN	R	••••	③✱	SH
Quickening Licid ✱, : Licid loses this ability and becomes a creature enchantment that reads "Enchanted creature gains first strike" instead of a creature. Move Quickening Licid onto target creature. You pay ✱ to end this effect. 1/1.	SC	U	••	ⓤ✱	TM
Rally All blocking creatures gain +1/+1 until end of turn.	INS	C	••	✱✱	IA
Rapid Fire Give target first strike and rampage: 2. Play before defense is chosen.	INS	R	•	③✱	LG
Rashida Scalebane : Bury target attacking or blocking Dragon. Gain an amount of life equal to that Dragon's power. 3/4.	SL	R	•••	③✱✱	MG
Rashka the Slayer Can block creatures with flying. If Rashka the Slayer blocks a black creature, it gains +1/+2 until the end of turn. 3/3.	SL	U	••	③✱✱	HL
Red Scarab Target creature gets +2/+2 as long as any other player has any red cards. Target creature cannot be blocked by red creatures.	EC	U	••	✱	IA
Red Ward Target creature gains protection from red.	EC	U	••	✱	L,U,R,4th
Reinforcements Put up to three target creature cards from your graveyard on top of your library in any order.	INS	C	•••	✱	AI
Relic Ward You may choose to play Relic Ward as an instant; if you do, bury it at end of turn. Enchanted artifact cannot be the target of spells or effects.	EA	U	•••	ⓤ✱	VS
Remedy Prevent up to 5 damage to any numbers of creatures and/or players.	INS	C	•••	ⓤ✱	VS
Remove Enchantments Return all enchantments you control to your hand and destroy all enchantments played on permanents you control. If cast during opponent's attack, destroy opponent's enchantments on attackers.	INS	C	••	✱	LG
Repentance Target creature deals to itself damage equal to its power.	SOR	U	•••	ⓦ✱	TM
Repentant Blacksmith Protection from red. 1/2.	SC	C	•••	ⓤ✱	AN,CH,5th
Reprisal Bury target creature with power 4 or greater.	INS	U	••••	ⓤ✱	AI
Resistance Fighter Sacrifice: Target creature deals no combat damage this turn. 1/1.	SC	C	••	✱	VS
Resurrection Take a creature from your graveyard and put it directly into play.	SOR	U	•••	ⓤ✱✱	L,U,R
Retribution of the Meek Bury all creatures with power 4 or greater.	SOR	R	•••	ⓤ✱	VS
Revered Unicorn CU: . If Revered Unicorn leaves play, its controller gains life equal to Revered Unicorn's last paid cumulative upkeep. 2/3.	SC	U	•••	ⓤ✱	WL
Reverse Damage All damage from any one source is instead added to your life total.	INS	R	••••	ⓤ✱✱	L,U,R,4th,5th
Reverse Polarity All damage you have taken from all artifacts this turn is retroactively added to your life total instead.	INS	C	••	✱✱	AQ,R
Righteous Aura ✱, Pay 2 life: Prevent all damage to you from any one source.	EN	C	•••	ⓤ✱	VS
Righteous Avengers Plainswalk. 3/1.	SC	U	••	ⓦ✱	LG
Righteousness Target defending creature gets +7/+7 until end of turn.	INS	R	••	✱	L,U,R,4th,5th
Ritual of Steel Enchanted creature gets +0/+2. Contrip.	EC	C	••	ⓤ✱	MG
Rolling Stones Walls can attack as though they were not Walls.	EN	R	•••	ⓤ✱	SH
Royal Decree CU: ✱. Whenever a swamp, mountain, black permanent, or red permanent becomes tapped, its controller takes 1 damage.	EN	R	••	③✱✱	AI
Royal Herbalist : Remove top card of your library from game to gain 1 life. 1/1.	SC	C	••	✱	AI
Sacred Boon Prevent up to 3 damage dealt to target creature. At end of turn put a +0/+1 counter on that creature for each damage prevented.	INS	U	•••	ⓤ✱	IA,5th
Sacred Ground Whenever an effect controlled by any opponent puts a land into your graveyard from play, put that land into play.	EN	R	••••	ⓤ✱	SH
Sacred Guide ⓤ✱, Sacrifice Sacred Guide: Reveal cards from your library until you reveal a white card. Put that card into your hand. Remove all other revealed cards from the game. 1/1.	SC	R	••	✱	TM
Sacred Mesa During your upkeep sacrifice a Pegasus or bury Sacred Mesa. ⓦ✱: Put a Pegasus token into play. Treat this token as a 1/1 white flying creature.	EN	R	••••	ⓦ✱	MG
Safeguard ⓦ✱: Target creature deals no combat damage this turn.	EN	R	•••	③✱✱	TM
Samite Alchemist ✱✱, : Prevent 4 damage to a creature you control. Tap the creature. That creature does not untap during your next untap phase. 0/2.	SC	C	••	ⓦ✱	HL
Samite Blessing Creature gains ": Prevent all damage to any creature from any one source."	EC	C	••	✱	SH
Samite Healer : Prevent 1 damage to any target. 1/1.	SC	C	•••	ⓦ✱	L,U,R,4th,5th
Savannah Lions 2/1.	SC	R	••••	✱	L,U,R,4th
Scapegoat Sacrifice a creature. Return any number of target creatures you control to owner's hand.	INS	U	••	✱	SH
Scars of the Veteran You may remove a white card in your hand from the game instead of paying the casting cost. Prevent up to 7 damage to target creature or player and put a +0/+1 counter on creature for each damage prevented.	INS	U	••••	ⓦ✱	AI
Seasoned Tactician : Remove the top four cards of your library from the game to prevent all damage to you from one source. 1/3.	SC	U	••	②✱	AI
Seeker Target creature may only be blocked by white or artifact creatures.	EC	C	••	②✱✱	LG,4th
Seraph Flying. If a creature dies during a turn in which Seraph damaged it, put it into play under your control. Bury it if Seraph leaves play or your control. 4/4.	SC	R	•••	ⓦ✱	IA,5th
Serene Offering Destroy target enchantment, Gain life equal to its total casting cost.	INS	U	•••	ⓦ✱	TM
Serenity During your upkeep, bury all artifacts and enchantments.	EN	R	•••	ⓤ✱	WL
Serra Angel Flying. Does not tap to attack. 4/4.	SC	U	•••••	③✱✱	L,U,R,4th
Serra Aviary All creatures with flying get +1/+1.	EW	R	•••	③✱	HL
Serra Bestiary Pay ✱✱ during your upkeep or bury Bestiary. Target creature cannot block, attack or use any abilities that have in its activation cost.	EC	C	••	✱✱	HL,5th
Serra Inquisitors If blocking or blocked by black creatures, Inquisitors get +2/+0. 3/3.	SC	U	••	ⓦ✱	HL
Serra Paladin : Prevent 1 damage to any creature or player. ⓦ✱✱, : Attacking does not cause target creature to tap this turn. 2/2.	SC	C	•••	ⓦ✱✱	HL,5th
Serra's Blessing Attacking does not cause creatures you control to tap.	EN	U	•••	ⓤ✱	WL
Shadowbane Prevent all damage to you or a creature you control from any one source. If the source is black, gain 1 life for each 1 damage prevented.	INS	U	••••	ⓦ✱	MG
• Shahrazad Players must suspend game in progress and play a sub-game with their current libraries. The loser loses half of his life points (round up loss). Cards removed from the subgame still go back into the main game.	SOR	R	••	✱✱	AN
Shaman *en-Kor* ⓦ: Redirect 1 damage from Shaman *en-Kor* to a creature you control. ⓤ✱: Redirect to Shaman *en-Kor* all damage dealt to any one creature from any one source. 1/2.	SC	R	•••	ⓤ✱	SH
Shield Bearer Banding. 0/3.	SC	C	•	ⓤ✱	IA,5th
Shield Wall Give all your creatures +0/+2 until end of turn.	INS	U	••	ⓤ✱	LG,CH,5th
Sidar Jabari Flanking, If Sidar attacks, tap a creature defender controls. 2/2.	SL	R	•••	ⓦ✱	MG
Skyshroud Falcon Flying. Attacking does not cause Skyshroud Falcon to tap. 1/1.	SC	C	•••	ⓤ✱	SH
Smite Destroy target blocked creature.	INS	C	•••	✱	SH
Snow Hound , : Return Snow Hound and target blue or green creature you control to their owners' hand. 1/1.	SC	U	••	ⓦ✱	IA
Soltari Champion Shadow. If Soltari Champion attacks, all other creatures you control get +1/+1 until end of turn. 2/2.	SC	R	•••	ⓦ✱	SH
Soltari Crusader Shadow. ⓦ✱: Soltari Crusader gets +1/+0 until end of turn. 2/1.	SC	U	•••	ⓦ✱	TM
Soltari Emissary ✱: Soltari Emissary gains shadow until end of turn. 2/1.	SC	R	•••	ⓤ✱	TM
Soltari Foot Soldier Shadow. 1/1.	SC	C	••	✱	TM
Soltari Lancer Shadow. First strike when attacking. 2/2.	SC	C	••••	ⓦ✱	TM
Soltari Monk Protection from black; shadow. 2/1.	SC	U	•••	✱✱	TM
Soltari Priest Protection from red; shadow. 2/1.	SC	U	•••	✱✱	TM
Soltari Trooper Shadow. If Soltari Trooper attacks, it gets +1/+1 until end of turn. 1/1.	SC	C	••	ⓤ✱	TM
Soraya the Falconer All Falcons get +1/+1. ⓦ✱: Target Falcon gains banding. 2/2.	SL	R	••	ⓤ✱✱	HL
Soul Echo Put X counters on Soul Echo. At beginning of your upkeep if there are no counters on Soul Echo bury it. Otherwise, target opponent may choose that for each 1 damage dealt to you until your next upkeep, you instead remove 1 counter. You do not lose the game as a result of having less than 1 life.	EN	R	•••	③✱✱	MG
Soul Shepherd ✱, Remove a creature in your graveyard from the game: Gain 1 life. 2/1.	SC	C	••	ⓤ✱	WL
Southern Paladin ✱✱, : Destroy target red permanent. 3/3.	SC	R	•••	ⓦ✱✱	WL
Spectral Guardian As long as Spectral Guardian is untapped, non-creature artifacts cannot be the target of spells or effects. 2/3.	SC	R	•••	ⓦ✱✱	MG
Spirit *en-Kor* Flying. : Redirect 1 damage from Spirit to a creature you control. 2/2.	SC	C	••••	ⓦ✱	SH
Spirit Link Gain 1 life for every point of damage done by target creature.	EC	U	••••	✱	LG,4th,5th

KILLER COMBOS





Oracle *en*-Vec and Change of Heart: The Oracle believes herself to be a prophet when it comes to determining which of your opponent's creatures will attack next turn, and usually she's right—but not when your opponent's critters are suffering from a Change of Heart. Thanks to a cheap buyback, you can ensure that your Oracle's prophecy comes crashing down.

Name — Kind — CR — Rating — Cost — Sets Found
Description

Spirit Mirror EN R ●●● ◎✱✱ TM
During your upkeep, if there are no Reflection tokens in play, put a Reflection token into play. Treat this token as a 2/2 white creature. 0: Destroy target Reflection.
Spiritual Sanctuary EN R ●●● ◎✱✱ LG
Any player controlling plains gains 1 life during his upkeep.
Squire SC C ● ①✱ DK
1/2.
Staunch Defenders SC U ●●● ②✱✱ TM
When Staunch Defenders comes into play, gain 4 life. 3/4.
Sun Clasp EC C ●● ①✱ VS
Enchanted creature gets +1/+3. ✱: Return creature to owner's hand.
Sunweb SC R ●●● ③✱ MG
Flying. Cannot block creatures with power 2 or less. 5/6.
Sustaining Spirit SC R ●● ①✱ AI
CU: ①✱. Any damage that would reduce your life total to less than 1 instead reduces it to 1. 0/3.
Swords to Plowshares INS U ●●●●● ✱ L,U,R,4th,IA
Remove target creature from game. Creature's controller gains life points equal to the creature's power.
Sworn Defender SC R ●●● ②✱✱ AI
◉: Change power to the toughness of target creature blocking or being blocked by Sworn Defender, minus 1, until end of turn. Change toughness to one plus the power of that creature, until end of turn. 1/3.
Talon Sliver SC C ●● ①✱ TM
All Slivers gain first strike. 1/1.
Tariff SOR R ●●●● ①✱ WL
Each player chooses a creature with the highest casting cost he controls, and pays mana equal to that creature's casting cost or buries the creature.
Teferi's Honor Guard SC U ●●● ②✱ VS
Flanking. ◉◉: Phase out. 2/2.
Temper INS U ●●● ◎①✱ SH
Prevent up to X damage to target creature. For each 1 damage prevented in this way, put a +1/+1 counter on that creature.
Teremko Griffin SC C ●●● ③✱ MG
Banding, flying. 2/2.
Thunder Spirit SC R ●●●● ①✱✱ LG
Flying, first strike. 2/2.
Tithe INS R ●● ✱ VS
Search your library for a plains card. If you control fewer lands than target opponent, you may search your library for an additional plains card. Reveal those cards to all players and put them into your hand.
Tivadar's Crusade SOR U ● ①✱✱ DK
All Goblins are destroyed.
Trade Caravan SC C ● ✱ HL
During your upkeep, put a counter on Trade Caravan. ◉: Remove two counters from Trade Caravan to untap a basic land. Use only during opponent's upkeep. 1/1.
Truce INS R ●● ②✱ Ht,5th
Each player may draw up to two cards. For each card less than two the player draws, player gains 2 life.
Tundra Wolves SC C ●● ✱ LG,4th,5th
First strike. 1/1.
Unlikely Alliance EN U ● ①✱ AI
◉✱. Target non-attacking, non-blocking creature gets +0/+2.
Unyaro Griffin SC U ●● 3✱ MG
Flying. Sacrifice Unyaro Griffin: Counter target red spell that assigns damage to you or a creature you control. 2/2.
Venerable Monk SC C ●● ②✱ SH
When Venerable Monk comes into play, gain 2 life. 2/2.
Veteran Bodyguard SC R ●●● 3✱✱ L,U,R
Damage done to you by unblocked creatures is instead done to Bodyguard unless Bodyguard is tapped. 2/5.
Vigilant Martyr SC U ●●● ✱ MG
Sacrifice Martyr: Regenerate target creature. ✱✱, ◉, Sacrifice Martyr: Counter a target spell that targets an enchantment in play. 1/1.
Visions SOR U ●● ✱ LG,4th
Look at the top five cards of any library, then reshuffle it if you want.
Volunteer Reserves SC U ●● ①✱ WL
Banding. CU: ①. 2/4.
Wall of Caltrops SC C ● ①✱ LG
If Wall of Caltrops blocks with other walls, it gains banding. 2/1.
Wall of Essence SC U ●●● ①✱ SH
For each 1 combat damage dealt to Wall of Essence, gain 1 life. 0/4.
Wall of Light SC U ●● ②✱ LG
Protection from black.1/5.
Wall of Resistance SC C ●● ①✱ MG
Flying. At the end of any turn in which Wall of Resistance is dealt damage, put a +0/+1 counter on it. 0/3.
Wall of Swords SC U ●●● ③✱ L,U,R,4th,5th
Flying. 3/5.
Ward of Lights EC C ●●● ✱✱ MG
You may play Ward of Lights as an instant; if you do, bury it at end of turn. Enchanted creature gains protection from a color of your choice.
War Elephant SC C ●●● ③✱ AN, CH
Banding, trample. 2/2.
Warmth EN U ●●● ①✱ TM
Whenever target opponent successfully casts a red spell, gain 2 life.
Warning INS C ● ✱ IA
Target attacking creature does no damage in combat this turn.
Warrior Angel SC R ●●● ①✱✱ SH
Flying. For each 1 damage Warrior Angel deals, gain 1 life. 3/4.
Warrior en-Kor SC U ●●● ✱✱ SH
◉: Redirect 1 damage from Warrior en-Kor to a creature you control. 2/2.
Warrior's Honor INS C ●● ②✱ VS
All creatures you control get +1/+1 until end of turn.
White Knight SC U ●●●● ✱✱ L,U,R,4th,5th
Protection from black, first strike. 2/2.
White Scarab EC U ●● ✱ IA
Target creature gets +2/+2 as long as any other player has any white cards. Target creature cannot be blocked by white creatures.
White Ward EC U ●● ✱ L,U,R,4th
Target creature gains protection from white.
Wild Aesthir SC C ●●● ②✱ AI
Flying, first strike. ✱✱: +2/+0 until end of turn. You cannot spend more than ✱✱ in this way each turn. 1/1.

Winds of Rath SOR R ●●● ◎✱✱ TM
Destroy all creatures with no enchantments on them. Those creatures cannot be regenerated this turn.
Witch Hunter SC U ●●● ②✱✱ DK, CH
◉: Do 1 damage to target player. ①✱✱, ◉: Return target creature opponent controls to owner's hand. 1/1.
Worthy Cause INS U ●●● ✱ TM
Buyback ◎. Sacrifice a creature: Gain life equal to the creature's toughness.
Wrath of God INS R ●●●●● ②✱✱ L,U,R,4th,5th
Bury all creatures in play.
Yare INS R ●● ②✱ MG
Target creature defending player controls gets +3/+0 until end of turn. That creature may block up to three creatures this turn.
Youthful Knight SC C ●● ①✱ SH
First strike. 2/1.
Zhalfirin Commander SC U ●●●● ②✱ MG
Flanking. ①✱✱: Target Knight gets +1/+1 until end of turn. 2/2.
Zhalfirin Crusader SC R ●●●● ①✱✱ VS
Flanking. ①✱: Redirect 1 damage from Zhalfirin Crusader to target creature or player. 2/2.
Zhalfirin Knight SC C ●●●● ②✱ MG
Flanking. ✱✱: First strike until end of turn. 2/2.
Zuberi, Golden Feather SL R ●●●● ②✱ MG
Flying. Counts as a Griffin. AI other Griffins get +1/+1. 3/3.

LANDS

Adarkar Wastes LAN R ●●●● IA,5th
◉: Add ◇ to your mana pool. ◉: Add ◉ to your mana pool and take 1 damage. ◉: Add ✱ to your mana pool and take 1 damage.
Adventurers' Guildhouse LAN U ● LG
All your green legends may bond with other legends.
An-Havva Township LAN R ●● HL
◉: Add 1 colorless mana to your pool. ①, ◉: Add ◉ to your pool. ◎, ◉: Add ✱ to your pool. ◎, ◉: Add ◉ to your pool.
Ancient Tomb LAN U ● TM
◉: Add two colorless mana to your pool. Tomb deals 2 damage to you.
Arena LAN R ●●● PR
◎, ◉: You and opponent choose a creature. Both creatures are tapped and deal their power in damage to one another
Aysen Abbey LAN U ●● HL
◉: Add 1 colorless mana to pool. ①, ◉: Add ✱ to your pool. ②, ◉: Add ◉ to your pool. ②, ◉: Add ◉ to your pool.
Badlands LAN R ●●●●● L,U,R
◉: Add ◉ or ◉ to your mana pool. Counts as a mountain and a swamp.



We've come to grips with the fact that WotC will never reprint the original dual lands. For now, the *Ice Age*/5th Edition paintlands are the next best thing. Unfortunately, they will never fully live up to the originals. For the pricking point of damage can often be costly—especially when determining their power rating.

Bad River LAN U ●● MG
Comes into play tapped. ◉, Sacrifice: Search your library for an island or swamp. Put that land into play.
Balduvian Trading Post LAN R ●●● AI
When Post comes into play, sacrifice an untapped mountain or bury Post. ◉: Add ◉◉ to your pool. ①, ◉: Do 1 damage to target attacker.
Bayou LAN R ●●●●● L,U,R
◉: Add ◉ or ◉ to your mana pool. Counts as a Swamp and a Forest.
Bazaar of Baghdad LAN R ●●●● AN
◉: Draw two cards; immediately discard three cards from your hand.
Bottomless Vault LAN R ●● FE,5th
Comes into play tapped. You may leave Vault tapped to put a counter on it. ◉: Remove any number of counters, adding ◉ for each one.

Brushland LAN R ●●●● IA,5th
◉: Add 1 colorless mana to your pool. ◉: Add ◉ to your mana pool and take 1 damage. ◉: Add ✱ to your mana pool and take 1 damage.
Caldera Lake LAN R ●●● TM
Comes into play tapped. ◉: Add one colorless mana to your mana pool. ◉: Add ◉ or ◉ to your mana pool. Caldera Lake deals 1 damage to you.
Castle Sengir LAN R ●● HL
◉: Add 1 colorless mana to your pool. ①, ◉: Add ◉ to your pool. ②, ◉: Add ◉ to your pool. ②, ◉: Add ◉ to your pool.
Cathedral of Serra LAN U ● LG
All your white legends may bond with other legends.
Cinder Marsh LAN U ●●● TM
◉: Add one colorless mana to your mana pool. ◉: Add ◉ or ◉ to your mana pool. Cinder Marsh does not untap during your next untap phase.
City of Brass LAN R ●●●●● AN,CH,5th
◉: Add 1 mana of any color. Take 1 damage whenever City is tapped.
City of Shadows LAN R ●● DK
◉: Remove one of your creatures from the game and put a counter on City of Shadows. ◉: Add X colorless mana to your mana pool, with X equaling the number of counters on City of Shadows.
Coral Atoll LAN U ●● VS
Comes into play tapped. When Atoll comes into play, return an untapped island you control to your hand or bury Atoll. ◉: Add ①◉ to your mana pool.
Crystal Vein LAN U ●● MG
◉: Add ① to your mana pool. ◉, Sacrifice: Add ◎ to your mana pool.
Desert LAN C ●●● AN
◉: Add ① to your mana pool. ◉: Do 1 damage to any attacking creature after it deals damage.
Diamond Valley LAN R ●●●● AN
◉: Sacrifice a creature to gain life equal to its toughness.
Dormant Volcano LAN U ●● VS
Comes into play tapped. When Dormant Volcano comes into play, return an untapped mountain you control to owner's hand or bury Dormant Volcano
◉: Add ① to your mana pool
Dwarven Hold LAN R ●● FE,5th
Comes into play tapped. You may leave Hold tapped to put a counter on it. ◉: Remove any number of counters, adding ◉ for each one.
Dwarven Ruins LAN U ●●● FE,5th
Comes into play tapped. ◉: Add ◉ to your mana pool. ◉, Sacrifice Dwarven Ruins: Add ◉◉ to your mana pool.
Ebon Stronghold LAN U ●●● FE,5th
Comes into play tapped ◉: Add ◉ to your mana pool. ◉, Sacrifice Ebon Stronghold: Add ◉◉ to your mana pool.
Elephant Graveyard LAN R ●●● AN
◉: Add ① to your mana pool. ◉: Regenerate an Elephant or Mammoth.
Everglades LAN U ●● VS
Comes into play tapped. When Everglades comes into play, return an untapped swamp you control to owner's hand or bury Everglades. ◉: Add ① ◉ to your mana pool.
Flood Plain LAN U ●● MG
Comes into play tapped. ◉: Sacrifice Flood Plain: Search your library for a plains or island. Put that land into play
Gemstone Mine LAN U ●●● WL
When Gemstone Mine comes into play, put three counters on it. ◉, Remove a counter from Gemstone Mine: Add one mana of any color to your mana pool. If there are no counters on Gemstone Mine, bury it
Ghost Town LAN U ●● TM
◉: Add one colorless mana to your mana pool. ◉: Return Ghost Town to owner's hand. Use this ability only during another player's turn.
Glacial Chasm LAN U ●●● IA
CU: 2 life. Sacrifice a land when Glacial Chasm comes into play. You may not attack. All damage done to you is reduced to 0.
Grasslands LAN U ●● MG
Comes into play tapped. ◉, Sacrifice Grasslands: Search your library for a forest or plains. Put that land into play.
Griffin Canyon LAN R ●● VS
◉: Add one colorless mana to your mana pool. ◉: Untap target Griffin. That Griffin gets +1/+1 until end of turn.
Halls of Mist LAN R ● IA
CU: 2. No creature may attack if it attacked during its controller's last turn.
Hammerheim LL U ●●● LG
◉: Add ◉ to your mana pool. ◉: Remove landwalking from target creature until end of turn.
Havenwood Battleground LAN U ●●● FE,5th
Comes into play tapped. ◉: Add ◉ to your mana pool. ◉, Sacrifice Havenwood Battleground: Add ◉◉ to your mana pool.
Heart of Yavimaya LAN R ●●● AI
When Heart of Yavimaya comes into play, sacrifice a forest or bury Heart. ◉: Add ◉ to your mana pool. ◉: Target creature gets +1/+1.
Hollow Trees LAN R ●● FE,5th
Comes into play tapped. You may leave Trees tapped to put a counter on it. ◉: Remove any number of counters, adding ◉ for each one.
Icatian Store LAN R ●● FE,5th
Comes into play tapped. You may leave Store tapped to put a counter on it ◉: Remove any number of counters, adding ✱ for each one.
Ice Floe LAN U ●● IA,5th
You may choose not to untap Ice Floe. ◉: Tap a non-flying attacking creature. That creature doesn't untap as long as Ice Floe is tapped.
Island of Wak-Wak LAN R ●●●● AN
◉: Reduce the power of one flying creature to 0 until end of turn.
Jungle Basin LAN U ●● VS
Comes into play tapped. When Basin comes into play, return an untapped forest you control to owner's hand or bury Basin. ◉: Add ①◉ to your pool.
Karakas LL U ●●●● LG
◉: Add ✱ to your mana pool. ◉: Return target legend to owner's hand.
Karoo LAN U ●● VS
Comes into play tapped. When Karoo comes into play, return an untapped island you control to owner's hand or bury Karoo. ◉: Add ①◉ to your pool.
Karplusan Forest LAN R ●●●● IA,5th
◉: Add ① to your mana pool. ◉: Add ◉ to your mana pool and take 1 damage. ◉: Add ◉ to your mana pool and take 1 damage.
Kjeldoran Outpost LAN R ●●●● AI
When Outpost comes into play, sacrifice a plains or bury Outpost. ◉: Add ✱ to your mana pool. ①✱, ◉: Put a 1/1 soldier token into play.

Key
• Restricted
• Banned
• Banned in Type 1.5 only
• Banned in Extended only
ART Artifact
AC Artifact Creature
CR Current Rarity
CU Cumulative Upkeep
EA Enchant Artifact
EC Enchant Creature
EE Enchant Enchantment
EL Enchant Land
EN Enchantment
EW Enchant World
INS Instant
INT Interrupt
LAN Land
LL Legendary Land
MS Mana Source
SC Summon Creature
SL Summon Legend
SOR Sorcery

MAGIC The Gathering®

players guide

Name — Description — Kind — CR — Rating — Sets Found

Koskun Keep — LAN — U — •• — HL
: Add 1 colorless mana to your pool. , : Add to your pool. , : Add to your pool. , : Add to your pool.

Lake of the Dead — LAN — R — ••• — AI
When Lake comes into play, sacrifice a swamp or bury Lake. : Add to your mana pool : Sacrifice a swamp to add to your pool.

Land Cap — LAN — R — •• — IA
If any counters are on Land Cap, it doesn't untap. Remove a counter from it at the end of your upkeep. : Add to your mana pool and put a counter on Land Cap. : Add to your mana pool and put a counter on Cap.

Lava Tubes — LAN — R — •• — IA
If any counters are on Lava Tubes, it does not untap. Remove a counter from Lava Tubes at end of your upkeep. : Add to your pool and put a counter on Tubes. : Add to your pool and put a counter on Tubes.

• Library of Alexandria — LAN — R — ••••• — AN
: Add to your mana pool. : Draw a card from your library if you have exactly seven cards in hand.

Lotus Vale — LAN — R — ••• — WL
When Lotus Vale comes into play, sacrifice two untapped lands or bury Lotus Vale. : Add three mana of any one color to your mana pool.

• Maze of Ith — LAN — U — ••••• — DK
: Untap target attacking creature. Creature neither deals nor receives damage as a result of combat.

Maze of Shadows — LAN — U — •• — TM
: Add one colorless mana to your mana pool. : Untap target attacking creature with shadow. That creature neither deals nor receives combat damage.

Mishra's Factory — LAN — U — •••• — AQ, 4th
: Add to your mana pool or give any Mishra's Factory +1/+1 until end of turn. : Mishra's Factory becomes a 2/2 artifact creature, until end of turn.

• Mishra's Workshop — LAN — R — ••••• — AQ
: Add to your mana pool which may only be used to cast artifacts.

Mogg Hollows — LAN — U — ••• — TM
: Add one colorless mana to your mana pool. : Add or to your mana pool. Mogg Hollows does not untap during your next untap phase.

Mountain Stronghold — LAN — U — • — LG
All your red legends may band with other legends.

Mountain Valley — LAN — U — •• — MG
Comes into play tapped. , Sacrifice Mountain Valley: Search your library for a mountain or forest. Put that land into play.

Oasis — LAN — U — •• — AN, 4th
: Prevent 1 damage to any creature.

Pendelhaven — LL — U — •••• — LG
: Add to your mana pool. : Make target 1/1 creature +1/+2 until end of turn.

Pine Barrens — LAN — R — ••• — TM
Comes into play tapped. : Add one colorless mana to your mana pool. : Add or to your mana pool. Pine Barrens deals 1 damage to you.

Plateau — LAN — R — ••••• — L,U,R
: Add or to your mana pool. Counts as a mountain and a plains.

Quicksand — LAN — U — •• — VS
: Add to your mana pool. , Sacrifice Quicksand: Target attacking creature without flying gets -1/-2 until end of turn.

Rainbow Vale — LAN — R — •• — FE
: Add 1 mana of any color to your pool; Rainbow Vale passes to opponent at end of turn.

Reflecting Pool — LAN — R — ••• — TM
: Add to your pool 1 mana of any type that any land you control can produce.

River Delta — LAN — R — •• — IA
If there are any counters on Delta, it does not untap. Remove a counter from Delta at the end of your upkeep. : Add to your pool and put a counter on Delta. : Add to your mana pool and put a counter on Delta.

Rocky Tar Pit — LAN — U — •• — MG
Comes into play tapped. , Sacrifice Rocky Tar Pit: Search your library for a swamp or mountain. Put that land into play.

Rootwater Depths — LAN — U — ••• — TM
: Add one colorless mana to your mana pool : Add or to your mana pool. Rootwater Depths does not untap during your next untap phase.

Ruins of Trokair — LAN — U — ••• — FE, 5th
Comes into play tapped. : Add to your mana pool. , Sacrifice Ruins of Trokair: Add to your mana pool.

Safe Haven — LAN — R — •• — DK, CH
, : Remove a creature you control from game. During upkeep, sacrifice Safe Haven to return all creatures it has removed from game to play.

Salt Flats — LAN — R — ••• — TM
Comes into play tapped. : Add one colorless mana to your mana pool. : Add or to your mana pool. Salt Flats deals 1 damage to you.

Sand Silos — LAN — R — •• — FE, 5th
Comes into play tapped. You may leave Silos tapped to put a counter on it. : Remove any number of counters, adding for each one.

Savannah — LAN — R — ••••• — L,U,R
: Add or to your mana pool Counts as a plains and a forest.

Scabland — LAN — R — ••• — TM
Comes into play tapped. : Add one colorless mana to your mana pool. : Add or to your mana pool Scabland deals 1 damage to you.

School of the Unseen — LAN — U — •• — AI
: Add to your pool. , : Add 1 mana of any color to your pool.

Scorched Ruins — LAN — R — ••• — WL
When Scorched Ruins comes into play, sacrifice two untapped lands or bury Ruins. : Add four colorless mana to your mana pool.

Scrubland — LAN — R — ••••• — L,U,R
: Add or to your mana pool. Counts as a plains and a swamp.

Seafarer's Quay — LAN — U — • — LG
All your blue legends may band with other legends.

Sheltered Valley — LAN — R — •• — AI
When Valley comes into play, bury any other Valley you control. During your upkeep, if you control 3 or fewer lands, gain one life. : Add to your pool.

Skyshroud Forest — LAN — R — ••• — TM
Comes into play tapped. : Add one colorless mana to your mana pool. : Add or to your mana pool Forest deals 1 damage to you.

Soldevi Excavations — LAN — R — ••• — AI
When Excavations comes into play, sacrifice an untapped island or bury Excavations. : Add to your mana pool. , : Look at the top of your library. You may put that card on the bottom of your library.

Sorrow's Path — LAN — R — • — DK
: Exchange two of opponent's blocking creatures. Whenever Sorrow's Path is tapped, it does 2 damage to you and to each creature you control.

Stalking Stones — LAN — U — •• — TM
: Add one colorless mana to your mana pool. : Stalking Stones becomes a 3/3 artifact creature permanently.

• Strip Mine — LAN — U — ••••• — AQ, 4th
: Add to your mana pool. , Sacrifice: Destroy target land.

Sulfurous Springs — LAN — R — •••• — IA, 5th
: Add to your mana pool. : Add to your mana pool and take 1 damage. : Add to your mana pool and take 1 damage.

Svyelunite Temple — LAN — U — ••• — FE, 5th
Comes into play tapped. : Add to your mana pool. , Sacrifice Svyelunite Temple: Add to your mana pool.

Tabernacle at Pendrell Vale — LL — R — ••• — LG
All creatures require an upkeep cost of in addition to other upkeep costs. Destroy a creature if its upkeep is not paid.

Taiga — LAN — R — ••••• — L,U,R
: Add or to your mana pool. Counts as a forest and a mountain.

Teferi's Isle — LL — R — • — MG
Phasing. Comes into play tapped. : Add to your mana pool.

Thalakos Lowlands — LAN — U — ••• — TM
: Add one colorless mana to your mana pool. : Add or to your mana pool. Does not untap during your next untap phase.

Thawing Glaciers — LAN — R — ••••• — AI
Comes into play tapped. , . Search your library for a basic land and put it into play tapped. At the end of your turn, return Glaciers to owner's hand.

Timberline Ridge — LAN — R — •• — IA
If any counters are on it, Ridge doesn't untap. Remove a counter from Ridge at end of upkeep. : Add to pool and put a counter on Ridge : Add to pool and put a counter on Ridge.

Tolaria — LL — U — • — LG
: Add to your mana pool. : During upkeep, remove banding or bands with other ability from target creature until end of turn.

Tropical Island — LAN — R — ••••• — L,U,R
: Add or to your mana pool. Counts as a forest and an island.

Tundra — LAN — R — ••••• — L,U,R
: Add or to your mana pool. Counts as an island and a plains.

Underground River — LAN — R — •••• — IA, 5th
: Add 1 to your mana pool : Add to your mana pool and take 1 damage. : Add to your mana pool and take 1 damage.

Underground Sea — LAN — R — ••••• — L,U,R
: Add or to your mana pool. Counts as a swamp and an island.

Undiscovered Paradise — LAN — R — ••• — VS
: Add one mana of any color to your mana pool. At the beginning of your next untap phase, return Undiscovered Paradise to owner's hand.

Unholy Citadel — LAN — U — • — LG
All your black legends may band with other legends.

Urborg — LL — U — ••• — LG
: Add to your mana pool. : Remove first strike or swampwalk ability from target creature until end of turn.

Urza's Mine — LAN — C — •• — AQ, CH, 5th
: Add to your mana pool. If you have Urza's Mine, Tower and Power Plant in play at the same time, tap to add to your mana pool.

Urza's Power Plant — LAN — C — •• — AQ, CH, 5th
: Add to your mana pool. If you have Urza's Mine, Tower and Power Plant in play at the same time, tap to add to your mana pool.

Urza's Tower — LAN — C — •• — AQ, CH, 5th
: Add to your mana pool. If you have Urza's Mine, Tower and Power Plant in play at the same time, tap to add to your mana pool.

Vec Township — LAN — U — ••• — TM
: Add one colorless mana to your mana pool. : Add or to your mana pool. Vec Township does not untap during your next untap phase.

Veldt — LAN — R — •• — IA
If any counters are on Veldt, it doesn't untap. Remove a counter from Veldt at end of your upkeep. : Add to your mana pool and put a counter on Veldt. : Add to your mana pool and put a depletion counter on Veldt.

Volcanic Island — LAN — R — ••••• — B,U,R
: Add or to your mana pool. Counts as an island and a mountain.

Volrath's Stronghold — LAN — R — ••• — SH
: Add one colorless mana to your mana pool. , : Put target creature card from your graveyard on top of your library.

Wasteland — LAN — U — •••• — TM
: Add one colorless mana to your mana pool. : Sacrifice Wasteland: Destroy target nonbasic land.

Winding Canyon — LAN — R — ••• — WL
: Add one colorless mana to your mana pool. , : Until end of turn, you may play creature cards whenever you could play instants.

Wizards' School — LAN — U — •• — HL
: Add to your pool. , : Add to your pool. , : Add to your pool. , : Add to your pool.

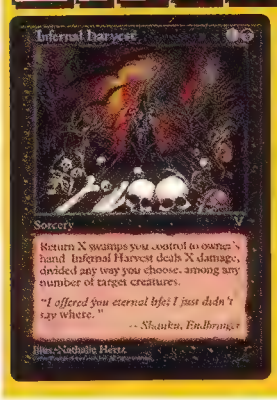
KILLER COMBOS





Worthy Cause and Disturbed Burial: Hey, it's more repeated life-gaining! With these two buyback spells you can shuffle a creature in and out of the graveyard, gaining life equal to its toughness every time it exits the game. This is especially effective with a cheap wall or—dare we suggest it—a Phyrexian Walker. Next life-combo: Fountain of Youth and Ancient Tomb. Wait a second...

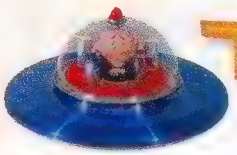
KILLER COMBOS





Infernal Harvest and Land's Edge: You want infernal, eh? Let's see. For two mana you can send a bunch of land back to your hand while offing your opponent's creatures. Then, thanks to Land's Edge, you can bury your opponent with your bumper crop, chucking the lands at him for two damage each. And this combo works even better with the new and improved Land's Edge which we hinted at in our *Exodus* feature...

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ILLINOIS

JUNE 6-7, CHICAGO HEIGHTS

GREAT LAKES GAMES presents the *EXODUS* PRE-RELEASE. Olympia Plaza, 177 W. Joe Orr Rd. For directions, call (847) 222-1994. Sanctioned *Magic* Tournament & Convention. Everyone attending the GREAT LAKES GAMES *EXODUS* PRE-RELEASE will receive a Special Limited Edition Commemorative *Exodus* rare card, one *Tempest* starter and Three *Exodus* boosters. PRIZES: Include Boxes of *Exodus*, Trophies and T-shirts. Over 10 side-tournaments to choose from, all with *Exodus* product and *Exodus* prizes. Entry: Pre-register is $17 or $20 at the door. Dealer tables available. For other information or for other tournaments, call (847) 222-1994 or e-mail ProTourUSA@aol.com.

JUNE 20, CHICAGO HEIGHTS

TOY, BEANIE & GAME FAIR GREAT LAKES GAMES presents COLLECTORS FEAST & GAME FAIR, Olympia Plaza, 177 W. Joe Orr Rd, South of I-294/80 on Halsted to Joe Orr Rd. $2 admission. Over 100 tables @ $30. 8:30 a.m.-5 p.m. Featuring Beanie Babies, Toys, *Star Wars*, *Star Trek*, Sports Cards, Non-Sports Cards, Hot Wheels. Tournaments: Duplicate *Magic*. Call: Great Lakes Games @ (847) 222-1994 or e-mail ProTourUSA@aol.com.

JUNE 26, CHICAGO

COLLECT A CARD N COMICS Presents Type 2 *M:TG* weekly tournaments, 4065 S. Archer, Friday 7:30 p.m. $10 entry. Great prizes. Also enjoy a great selection of singles at low low prices. Tournaments limited to 30 participants so your chances are always great. Coming up: MAY 8, store celebration tournament. First prize: Black Lotus (Beta); second prize: box of *Stronghold* or *Tempest*. For information and reservations, call us at (773) 523-5800 or e-mail CCNcomics@aol.com.

MASSACHUSETTS

JUNE 21, BOSTON

1,000 TOURNAMENT, Knights of Columbus Hall, 323 Washington St., Brighton. For directions, call (800) 852-2442. Play in any four sanctioned brackets; Type 1, Type 2, Extended or Sealed Deck. The top two players from each bracket will advance to an eight person booster draft finals for $1,000 in cash prizes. Other events include an Italian *Legends* booster draft and 2-Headed Giant Sealed Deck. PLUS: Two Slot Qualifier for the *BattleTech* World Championship. Admission for Constructed brackets is $17 in advance, $20 day of show. For Sealed Deck bracket, admission is $25 in advance, $28 day of show. *BattleTech* Qualifier admission is $12. Doors open at 9 a.m., and Sealed Deck bracket begins at 10 a.m. Constructed brackets begin at 11 a.m. *BattleTech* begins at noon.

JULY 11-12, BOSTON

VISIONS ' 98. Boston. New England's largest ever exposition of Gaming, Sci-Fi, Comics, Toys and Cards. Bayside Expo Center, 200 Mount Vernon St. Boston. Sanctioned *Magic*, *Star Wars* and *Star Trek* tournaments. Many guest stars: Jeri Ryan, Alexander Siddig, June Lockhart, Angela Cartwright, Marta Kristen, Mark Goddard, Erin Gray and many others. Autographs, vendors, auctions, raffles, entertainment, gaming, plus much more. For information, call (508) 896-7448, write Infinite Visions, Box 904, S. Yarmouth, MA 02664 or e-mail: ivisions@cape.com.

MICHIGAN

JUNE 6, 13, 20, 27 & JULY 4,11,18 &25, AUGUSTA

TLC CARDS & COMICS, DCI Sanctioned *Magic* Tournaments. Saturdays @ 10 a.m. Cost of Tournaments: Type II: $10—June 13, 27 and July 11, 25. Booster Drafts: $10 every Saturday following the tournament. Sealed Deck: $20—June 6, 20 and July 4, 18. Call: Terry @ (616) 731-4660 or write TLC Cards & Comics, P.O. Box 415, Augusta, MI 49012.

MISSISSIPPI

AUGUST 8, JACKSON

BATTLECON '98, "LORDS OF THE SWORD COMPETITION", Holiday Inn SW, Highway 80W. The BattleCon "Lords of The Sword Competition" will award a total of $3,000 in Fantasy Swords and weaponry to the 1st, 2nd and 3rd place players in each of its events which include: An *AD&D* elimination tournament, Sealed deck *Magic*/*Tempest* tournament, *L5R* CCG tournament and more. Dealer room and Video/Refreshment room will also be available. Preregistration is $22 until July 15 and $30 at the door, 9 a.m.- Midnight. Please preregister to insure your place in competition. This is an incredible tournament for serious players to win fantastic prizes. Are you up to the challenge? If so, visit our web site at www.msstate.edu/~dbb3, e-mail: dbb3@archive.msstate.edu, call (601) 324-9683 or write to us at D. Bridges P.O. Box 822, Starkville, MS 39760-0822.

MISSOURI

JUNE 6-7, COLLINSVILLE (St. Louis)

GREAT LAKES GAMES presents the *EXODUS* PRE-RELEASE. One Gateway Center. For directions, call (618) 345-8998. Sanctioned *Magic* Tournament and Convention. Everyone attending the GREAT LAKES GAMES *EXODUS* PRE-RELEASE will receive a Special Limited Edition Commemorative *Exodus* rare card, one *Tempest* Starter and THREE *EXODUS* BOOSTERS. PRIZES include: Boxes of *Exodus*, Trophies and T-shirts. Over 10 Side-Tournaments to choose from, all with *Exodus* product & *Exodus* prizes. Entry: Pre-Register $17 or $20 at the door. Dealer tables available. For other information or for other tournaments, call (847) 222-1994 or e-mail ProTourUSA@aol.com.

NEW JERSEY

JUNE 28, EDISON

$1,000 TOURNAMENT, Ramada Inn, 3050 Woodbridge Ave. For directions, call (908) 661-1000. Play in any of four sanctioned brackets; Type 1, Type 2, Extended or Sealed Deck. The top two players from each bracket will advance to an eight person booster draft finals for $1,000 in cash prizes. Other events include an Italian *Legends* booster draft and 2-Headed Giant Sealed Deck. Admission for Constructed brackets is $17 in advance, $20 day of show. For the Sealed Deck bracket, admission is $25 in advance, $28 day of show. Doors open at 9 a.m., and Sealed Deck bracket begins at 10 a.m. Constructed brackets begin at 11 a.m. *BattleTech* begins at noon.

JULY 26, EDISON

CHICAGO PRO TOUR QUALIFIER, Ramada Inn, 3050 Woodbridge Ave. For directions, call (908) 661-1000. Play in a *Tempest*/*Stronghold*/*Exodus* sealed deck tournament to qualify for a slot in the Chicago Pro Tour plus win $250. Other events will be run all day including Type 1/Type 2 for $150, Booster drafts with Italian *Legends* and sanctioned team events. Doors open at 9 a.m. Deck construction begins at 10 a.m. $22 in advance, $25 at the door.

NEW YORK

EVERY WEEKEND IN JUNE & JULY, NANUET

WIZARD WORLD. The longest running tournament in Rockland! 1/4 mile East of the Nanuet Mall on Route 59 in the Service Merchandise Shopping Center. Type II madness every Friday at 6 p.m. $4 entrance fee. Prizes for the top three competitors! Sealed deck and booster drafts on Saturdays. Arena league days every Sunday. Games Workshop Chapter approved. Free and dedicated gaming area for card and roleplaying games and two terrains for *Warhammer, 40k* and *Fantasy Battle*. We will demo any game upon request. For further information, contact: John Donohue @ (914) 624-2224.

JUNE 6, SYRACUSE

EXODUS PRE-RELEASE, OnCenter, 800 South State St. For directions, call (315) 435-8000. Play in a Sealed Deck tournament with a *Tempest* starter deck and three packs of *Exodus*, the newest expansion for *Magic: The Gathering* weeks before its official release date. Everyone who attends will also receive a foil-stamped commemorative rare card from the set while supplies last. There will also be side events all day long with *Exodus* product including Booster draft, Rochester draft, Sealed deck and sanctioned team sealed deck. Admission: $17 in advance or $20 day of show. Doors open at 9 a.m., and deck construction will begin at 10 a.m.

JUNE 6-7, NEW YORK

EXODUS PRE-RELEASE, Neutral Ground, 122 West 26th St., 4th Fl. For directions, call (212) 633-1288. Play in a Sealed Deck tournament with a *Tempest* starter deck and three packs of *Exodus*, the newest expansion for *Magic: The Gathering* weeks before its official release date. Everyone who attends will also receive a foil-stamped commemorative rare card from the set while supplies last. There will also be side events all day long with *Exodus* product including Booster draft, Rochester draft, Sealed deck and sanctioned team sealed deck. Admission: $17 in advance or $20 day of show. Doors open at 9 a.m., and deck construction will begin at 10 a.m. each day. Preregistration is strongly recommended for Saturday.

JULY 25, SYRACUSE

CHICAGO PRO TOUR QUALIFIER, OnCenter, 800 South State St. For directions, call (315) 435-8000. Play in a *Tempest*/*Stronghold*/*Exodus* sealed deck tournament to qualify for a slot in the Chicago Pro Tour plus win $250. Other events will be run all day including Type 1/Type 2 for $150, Booster drafts with Italian *Legends* and sanctioned team events. Doors open at 9 a.m. Deck construction begins at 10 a.m. $22 in advance, $25 at the door.

PENNSYLVANIA

JUNE 6, PHILADELPHIA

EXODUS PRE-RELEASE, Best Western Hotel NE, 11580 Roosevelt Blvd. For directions, call (215) 464-9500. Play in a Sealed Deck tournament with a *Tempest* starter deck and three packs of *Exodus*, the newest expansion for *Magic: The Gathering* weeks before its official release date. Everyone who attends will also receive a foil-stamped commemorative rare card from the set while supplies last. There will also be side events all day long with *Exodus* product including Booster draft, Rochester draft, Sealed deck and sanctioned team sealed deck. Admission: $17 in advance or $20 day of show. Doors open at 9 a.m., and deck construction will begin at 10 a.m.

JULY 19, HARRISBURG

CHICAGO PRO TOUR QUALIFIER, Radisson Penn Harris Hotel, 1150 Camp Hill Bypass, Camp Hill, PA. For directions, call (717) 763-7117. Play in a *Tempest*/*Stronghold*/*Exodus* sealed deck tournament to qualify for a slot in the Chicago Pro Tour plus win $250. Other events will be run all day including Type 1/Type 2 for $150, Booster drafts with Italian *Legends* and sanctioned team events. Doors open at 9 a.m. Deck construction begins at 10 a.m. $22 in advance, $25 at the door.

SOUTH CAROLINA

EVERY TUESDAY, FRIDAY & SUNDAY in JUNE & JULY, MYRTLE BEACH

THE DUELING GROUND, 4981 Hwy 707, Myrtle Beach, SC 29575. For details and directions, call (803) 293-1406. Sanctioned DCI *M:TG* Tournaments. Type, times and prizes vary. Sanctioned *Star Wars* tournaments, *Warhammer* and *Warhammer 40K*, *Shadowrun*, RPGA, *Warhammer Quest* and more! Free and dedicated gaming area. Soda, snacks, pizza, subs, great atmosphere! Vacation in Myrtle Beach and game with us! Call (803) 293-1406, fax 803-527-0270, e-mail: jburch@sccoast.net.

VIRGINIA

JULY 12, TYSONS CORNER (Washington D.C. area)

CAPITAL ASSOCIATES MONTHLY COMIC BOOK, TOY, *MAGIC* AND NON-SPORT CARD SHOW, Tysons Corner Westpark Hotel, 8401 Westpark Drive McLean, VA. Take exit 10 (Route 7 West) off I-495, 1/2 mile west on Route 7, hotel is on right. For directions, call (703) 734-2800. 90 tables available. Vendors: 1st table $65, $60 2nd table, $55 3rd+ table. $2 admission, children under 5 FREE. 10 a.m.- 4 p.m. FREE parking. Buy, sell and trade: *MAGIC* and other gaming cards; gold, silver and new comics; independents; anime, figures; toys; BEANIE BABIES; posters; T-shirts; original artwork; non-sports cards, etc. Guests: Call Jeffrey Rocen @ (703) 912-1993 or e-mail: comicshow@aol.com. http://members.aol.com/comicshow.


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SwanSONG

RICK SWAN'S UNIQUE TAKE ON THE WORLD OF GAMING



Love Story

Ah, cruel love. So succulent the experience, so bittersweet the memory. Seems like it happens this time every year: A warm wind on the cusp of summer with just a hint of fragrance, a delicious aroma that fills the nostrils with heaven-sent ecstasy permeates my entire being. Then without warning, the feeling worms its way to the pit of my stomach and clutches my gut like an angry fist, flooding my soul with the poison of a thousand crushed dreams.

And it takes two, three, maybe even four belts of Pepto Bismol to beat back the remnants of that triple garlic burrito. Man, them boys is tasty, but they're hard to digest.

Anyway, while lying semi-conscious, waiting for the nausea to subside, my mind drifts back to another love, the love of a girl—no, a woman—her hair like spun silk, her skin the color of cherry blossoms. Plus, according to the "Price Guide," she was worth $6, which is nothing to sneeze at.

Her name: Serra Angel.

I can still hear her voice, soft as a summer rain.

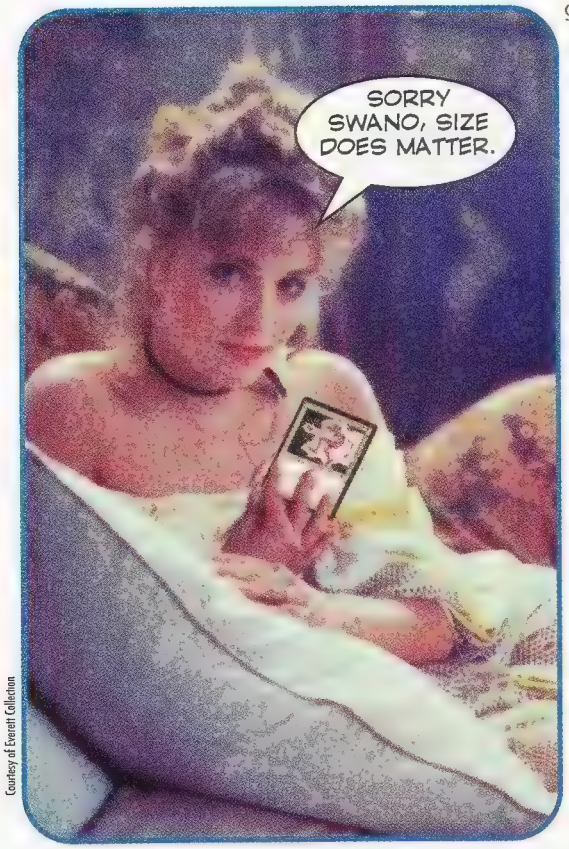
"Oh, El Swano," she purred. "May I call you El?"

"Yes, darling," I said, pulling her close, caressing her cool flatness, my lips brushing her cardboard cheek. "By the way, are you really worth six bucks... and rising?"

"Yes, my sweet."

My heart beat a little faster.

Time evaporated in a whirlwind of bliss. What intoxicating memories! During the day, we picnicked in the park, strolled among the quaint bistros and little curio shops and pledged our undying devotion to each other with gentle touches and lingering kisses. At night, we walked arm and arm on the beach under a starry sky, taking care not to let the moist sea air warp her back.



Courtesy of Everett Collection

And then, as suddenly as it began, it was over.

The fateful day is etched on my memory, a day I shall never forget. No matter how hard I try, no matter how much I struggle to purge my heart of the dull throbbing ache, it never goes away.

It was a Tuesday. I'd been told to go home early at my job as human bait at Gator World. The gators were striking in solidarity with their brethren at United Parcel Service, so we all got to go home at three o'clock. I couldn't wait to share my extra time with Serra. I went straight to her apartment to be with her.

It was a mistake. Then again, perhaps it was Fate's way of showing me the inevitable. Who can say?

I burst in without knocking. "Serra, honey," I said. "Good news!" My heart sank, and the life drained from my body as the scene burned into my brain, a scene I've replayed a thousand times, a million times, a scene from a nightmare.

Serra Angel was in bed. In bed... with an Atog.

I stood there, flabbergasted, not knowing what to do or say. Flushed with embarrassment, Serra scrambled for her clothes. The Atog slithered out from under the sheets, grinned at me, then pulled on his shorts and trotted for the door. I didn't try to stop him. I was numb.

Moments passed. Neither Serra nor I moved. Finally, after what seemed like an eternity, I spoke.

"Why, Serra?" I choked, a single tear rolling down my cheek. "Why?"

She stiffened and swallowed hard. "You know why. We're too different, you and I."

"You mean ...?"

She took a breath. "Yes. You're a game geek."

I was stunned as the icy chill of reality crept over me. I could see the truth in her eyes. The magic was gone, the flame of love that once had burned as bright as the sun had been snuffed out. Besides, she'd allowed herself to be groped by an Atog. I mean ... yecch.

Still, one question remained. "Serra ..." I began, fumbling for the words.

She softened. "Yes, El?"

Her pet name for me! I winced at the sound. But I had to go on. "Serra ..."

"Yes?"

"By any chance," I asked, "do you have Bayushi Kachiko's home phone number?"

Hey, can you blame a guy for asking?

Rick Swan eventually married an actual woman who, unfortunately, is not flat.



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EXODUS PREVIEW

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GAMES WE DON'T WANT TO SEE

JULY 1998



MIRROR, MIRROR

InQuest shatters the barrier between the Star Trek and Star Wars CCGs with eight crossover cards

Crossovers are cool. Okay, well not the Star Trek/X-Men stuff. That was just a really stupid idea. But with one company holding the rights to both the *Star Wars* and *Star Trek* CCGs, blending the two hottest sci-fi properties seems like a natural fit. Of course, before Decipher could plunge into creating new cards, they'd need to come up with some new rules, like they do with each expansion. If they ever decide to give it a try, we've got a few thoughts on how to mix the two...

BY [redacted]

AND [redacted]

Darth Vader, Boba Fett © Lucasfilm Ltd. Trademarks © Paramount Pictures. All Rights Reserved. Courtesy Fair Use

THE FINAL FRONTIER

Is the Great Barrier the final frontier? Nah. That was cut out of Star Trek cannon for the same reasons you'll never see Wolverine on an episode of "Voyager." Er, at least we hope not. Transported to a galaxy far, far away, Picard and company find a new frontier to explore—and a new enemy in the Empire. In the *Star Wars CCG*, the Federation has some very potent characters and starships, as well as quite a few new rules explaining how to integrate the Federation into your Light side deck:

Federation: Federation characters are a new character type, and do not count as Rebels or Aliens. Federation characters may not participate in a battle you initiate unless you have a Leader or a character with ability > 3 also involved in the battle.

Soong-Type Androids: These very rare droids have several special abilities. They are immune to Restraining Bolt and purchase. They may, however, be stolen using other methods. Whenever an interrupt, effect or device targets a Soong-Type Android, use its armor instead of its ability. Soong-Type Androids may never count as the "highest ability character."

Transporters: A group of characters moving to or from a starship equipped with a transporter may "beam up"—or "down"—for X Force. X = number of opponent's starships at same system. Beaming is an unlimited move. Whenever characters beam to or from a starship, that starship's armor is reduced to 0 until the end of the turn.

As a whole, Federation characters have some nice abilities. For one, most are as powerful as their Rebel counterparts, if not more so. Plus, cards like Scanning Crew and M'iiyoom Onith have no effect on Federation characters, since they aren't Rebels or aliens. However, the Federation's finest really shine when it comes to their individual abilities.



JEAN-LUC PICARD

The captain of the *U.S.S. Enterprise-D* and *-E* and a victim of the Borg is an experienced traveler through space, time and even other dimensions. Picard's strongest quality is his ability to lead. He always seems to get the best results from his crew and keep them alive through every adventure. It only makes sense that he would protect your forces in a space battle, demonstrating his incredible head for strategy.

Though each crew member enhances the *Enterprise*, Picard truly makes it a juggernaut, second only to the *Executor*. When piloted by Jean-Luc alone, the *Enterprise* has a power of 8, four points of ability, and is immune to attrition < 4. His game text makes this the least amount of attrition you'll have to suffer, and give Vader and Tarkin one more destiny they'll want to cancel every battle. With Picard on the *Enterprise* and Captain Han in the *Falcon*, there are few places for the Empire to hide.

LIEUTENANT COMMANDER DATA

Look out IG-88, here comes the biggest droid to ever grace a *Star Wars* card. Not only is Data more powerful than the aforementioned assassin and bounty hunter, he's the ultimate protection from character weapons, and cards like Gravel Storm and Trample. Except for lightsabers, Data protects your characters almost completely from weapons like Boba Fett's Blaster Rifle and greatly increases their odds against the dreaded Light Repeating Blaster Rifle.

Unfortunately for Data, his protection doesn't extend to himself. Being a droid presents its own set of problems for him too. Even though Data is immune to Restraining Bolt and purchase, he's not immune to Look Sir, Droids, Trample or Gravel Storm. To keep these from being a problem, you could always play I Have A Bad Feeling About This, moving it to a more difficult target, made even more so by Data's presence.





LIEUTENANT WORF

After a few seasons of getting his ass whupped by practically everyone who set foot on the *Enterprise*, Worf wised up and learned how to put up a fight. Now he's the one kicking ass and taking names. And his card is no different. Thanks to Worf's security background, he's got incredible game text. Like Picard, he has a defensive ability and adds something special to the *Enterprise*.

Unlike Picard—and more like Data—Worf's game text affects battles at his site. As a matter of fact, Data and Worf make a really hard-to-break combo. While Data protects your characters from weapons fire, Worf makes sure you never suffer attrition—that is as long as you have enough Security Personnel (Red Shirts) present.



Photo courtesy Everett Collection

Travelin' through warp ain't like dustin' crops, but with Picard, Data and Worf on the bridge it's a piece of cake.



U.S.S. ENTERPRISE-D

Flagship of the United Federation of Planets, the *Enterprise* is the best in its class. Like all Galaxy-class starships, it has immunity to attrition when piloted by Federation pilots, although it does have an extra point of protection. Likewise, its power is 5 instead of the usual 4. These differences are small compared to those that the right crew make. When fully manned by Picard, Riker, Data, Worf and Geordi it is power 13, armor 8 and hyperspeed 7. All this and it's immune to attrition < 7! And if someone you don't want to fight ever attacks you, you can use 6 Force to cancel the battle.

EXPANDING THE EMPIRE

If Emperor Palpatine discovered a gateway to another galaxy, one rife with interstellar conflict, do you think he would just sit back and watch? Heck no. As soon as the Empire found new territory available for the taking, they'd pack several of their best officers into a Star Destroyer and send them out to do battle. Other than a slight miscue at Yavin, Grand Moff Tarkin and Darth Vader were a solid team, and the Dark side can always use the aid of a swine like Boba Fett.

In the *Star Trek CCG*, each of these characters—as well as their ship—would surpass the power of most of the existing *Star Trek* cards. Like the Federation crew joining the Light side, there are several rules governing the use of Imperials in the Alpha quadrant:

Imperial: Imperial forces must attack any Rebel ships or personnel present at the same location. Battling Rebels does not cause Imperials to be 'stopped,' but they may not battle again that turn.

Bounty Hunter: At the end of any battle at this personnel's location, you may capture one opponent's personnel discarded during the battle.

Alter: Counts as Guramba. May probe to cancel an event. : Event canceled.

Sense: Counts as Empathy. May probe to cancel an interrupt. : Interrupt canceled.

Control: Counts as Mindmeld. May probe to cancel a just played doorway. : Doorway canceled. You may probe until successful. For each probe, that opponent scores X bonus points. X = number of probes in the attempt. For example, if you attempt to cancel an event, after your first probe, your opponent scores one bonus point. After the second, they score two additional points. If you probe six times, that's 21 points!

With these basic rules in place, the Empire can put forth some outrageous characters and ships, the likes of which even the battle-hardened Klingons may learn to fear.

DARTH VADER

What can we say? Vader is THE man. He's got one of the most powerful *Star Wars* cards, and his *Star Trek* card is no different. His skills are very impressive, and the download of his lightsaber means that some away team is going to get hurt. Badly. It lets him mortally wound an opponent in away team combat if his strength is higher than theirs, which means many personnel will fall before his blade.

The most popular deck will most undoubtedly use Intermix Ratio with Vader to semi-safely counter your opponent's cards... Just don't let them get rid of the Ratio or you'll lose! Another strong use of Vader is in an all-planet missions deck, along with Roga Danar, Zon and Bossk, to form a major groundpounding beat down. Though you may take a hit from Balancing Act, who cares? Nobody's going to mess with you planetside, and you can even start a Colony. Combine Darth Vader with Dark Anger and... Need we say more?





GRAND MOFF TARKIN

Let's face it. This guy is just plain creepy. Still, if his *Star Wars* card wasn't so good, people probably wouldn't give him much thought. His *Star Trek* stats are generally average, but his special dilemma-canceling ability can be very useful. He's a good guy to have around when you come across a nasty dilemma such as Strict Dress Code.

Also, Imperial spies allow you to use any espionage cards as your own. Many of the Romulan space missions are worth a lot of points, and speaking of points: With stats like Tarkin's, it's a wonder he doesn't have green blood and pointed ears.

DEVASTATOR

By far the largest ship introduced into the *Star Trek* CCG, this thing sure lives up to its name. This ship differs from the regular Star Destroyer in that it requires one less staffing icon, has one more power, and it possesses the TIE Support download icon. For those of you who haven't seen it, TIE Support is an interrupt that adds 5 to the power of any Star Destroyer on which it's played. Don't forget to load up those astromechs, because there's nothing better than their cumulative range bonuses—except perhaps adding on a Captain's Log as well.

It's also worth noting that the mighty Star Destroyer is only the second ship that can come out of a Borg Ship attack undamaged without the aid of other cards.





So be it...Picard! The Dark side rocks in any universe.

BOBA FETT

Boba Fett is the biggest, baddest bounty hunter in any universe... Just don't mention the Sarlaac. Boba's exobiology means that he can help you get past the dreaded Coalescent Organism. His other skills are impressive, but his bounty hunting takes the cake—as well as your opponent's personnel.

Boba Fett's weapons are many, and their power is great. His rifle and wrist rockets add to power, while his turbo projected grappling hook allows him to capture two personnel each turn. Interrogating prisoners is so... old school. Instead of getting points for their release, you can play bounties on personnel and receive points for their capture!